# JURASSIC PARK™

## EDGE OF CHAOS

## CORE RULEBOOK

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# THE EDGE OF CHAOS

> *"We imagine the edge of chaos as a place where there is enough innovation to keep a living system vibrant, and enough stability to keep it from collapsing into anarchy. It is a zone of conflict and upheaval, where the old and the new are constantly at War."*
>
> — DR. IAN MALCOLM

## *Role Playing*

*Jurassic Park: Edge of Chaos* is an unofficial, fan-made, not-for-profit tabletop roleplaying game that combines the thrill of survival horror with the art of interactive storytelling. Designed for both one-shot adventures and multi-session campaigns, this game invites players to navigate the treacherous and unpredictable landscape of Isla Nublar, setting of the iconic Jurassic Park.

In *Edge of Chaos*, players assume the role of a character or group of characters as they explore the narrative of the first film and book in the franchise. The game mechanics are centered around player decision-making, randomized dice rolls, and strategic use of action and environment cards.

**Setting and Narrative**

The game is set against the backdrop of the "Isla Nublar Incident," a series of events which occurred on June 11, 1993 on a remote island off the coast of Costa Rica. The narrative unfolds in and around Jurassic Park, an ambitious biological preserve where extinct dinosaurs have been brought back to life through advanced cloning technology. Players will experience an alternate version of the events of the film *Jurassic Park*, where their choices and actions will create unique and novel storylines. Players will encounter new characters, dinosaurs, and scenarios that enrich the world of the franchise while creating compelling narratives to play through.

Players can take on the roles of various characters within this world, from park staff and independent consultants to corporate spies and stowaway journalists—or players may create their own characters to experience the events of the incident their own way. The game emphasizes narrative storytelling, encouraging players to delve into the complexities of the *Jurassic Park* universe. This is enhanced by the rich lore provided in the game materials, drawing from the extensive background information about Isla Nublar, its inhabitants, and the world it occupies.

## *Alternate Histories*

*Edge of Chaos* acts as not a prequel, sequel, or reboot, but instead as a remix. It is a game of "What If?" scenarios—what if a different group of guests had gone on the park tour that fatal day in June of 1993? What if the systems had gone down while the Explorers were in a different paddock? What if additional consultants had arrived on the island via separate means? What if characters from the novel cut during adaptation had been present in the movie? What if additional dinosaur species had been moved to the park early? What if characters had made different decisions, or been present during different events? What if additional rides and attractions had been completed? It is an exploration of the possibilities present within the chaotic system that is Jurassic Park.

While the effectiveness of the film hinges largely on a key irony—that despite Hammond claiming to have spared no expense in bringing the park to life, his lack of empathy for his fellow man saw him cutting the very corners that led to his dream's downfall—this game opens up the canvas to provide additional storytelling possibilities, and some minor liberties have been taken with park operations and staff in the core rulebook and supplementary materials.

While the Jurassic Park depicted in the film was unlikely to have been quite as fully-formed as what is presented in *Edge of Chaos*, a real-life safari park would have needed far more than the 20 employees mentioned in Michael Crichton's book—even taking into account the advanced computer system crafted by Dennis Nedry and Hammond's over-reliance on automation. As the film shows dozens of construction workers and a large number of hospitality staff on the initial journey to the Visitor Center alone, the supplementary guides *The Jurassic Park Employee Manual* reflect a robust park on the edge of fully-functioning.

**Canon**

This game is also an exercise in exploring the gray areas between canon and adaptation. With a franchise that spans books, movies, television shows, comic books, video games, viral marketing campaigns and more, what "feels right" for one fan may be very different than what resonates with the next. Were there Herrerasaurus and Troodon on the island during the events of the film? Have any animals escaped to the mainland as explored in the book? Did the Tun-Si tribe occupy Isla Nublar before the events of the incident? In *Edge of Chaos*, you decide.

To create the most authentic "1993" experience, this game primarily references material from the first *Jurassic Park* film and book. Additional elements have been filled in by the soft-canon of cut material from the script and previous drafts, details from the production history, several other films in the franchise, the television show, the two original novels, as well as bits of the comics, the video games, and other media when not in conflict with what is seen on screen. In addition, some authorial license has been taken to fill in additional gaps where necessary and expand certain elements of the story for the purposes of making a richer, fuller game world.

The included maps for Isla Nublar and Isla Sorna have been crafted to marry together numerous conflicting canons and visual references. They lean heavily on the research and speculation from many others in the Jurassic Park community, but modified to flesh out the world of the game and to fit a visual aesthetic seen on-screen in the guest brochures. Special thanks go especially to the Jurassic Park Legacy team for their exhaustive map and everyone who has contributed to Jurassic Wiki and Jurassic-Pedia over the years.

However, if you prefer to include more material from the *Jurassic World* franchise, or *Jurassic Park: The Game*, or *Jurassic World: Evolution*, or the comics—or want to include your own custom content utilizing your own imagination and artistic license—you are encouraged to do so. If you want to change, modify, update, or contradict the locations, buildings, characters, or mechanics of the game to better suit your desires or the community, you are similarly encouraged to do so. This game acts simply as a sandbox environment for fans of role playing games and *Jurassic Park* to experience the excitement of this world in whatever way they want.

## *How to Play*

Like most role playing games, gameplay in *Edge of Chaos* generally consists of a group of players coming together while roleplaying as individual characters within a scenario, using elements of random chance like dice rolls and card draws to redirect the narrative and maintain an element of surprise. *Edge of Chaos* may be played either with a game master who crafts a specific version of the scenario and makes the judgment calls, or can be played with the collective group agreeing upon the scenario to play and coming to a consensus on judgment calls that arise through the game. The game can also be played solo, with the single player controlling the collective party and making the judgment calls, simultaneously playing the role of each individual character while allowing the game's random elements and dice rolls to determine how the narrative unfolds. The included materials contain everything needed for immersive gameplay: character cards, a detailed map, comprehensive lore books, and other essential materials. Players only need to provide a D6 die to embark on their prehistoric adventure, with a complete play experience available right out of the (proverbial) box. Materials are also provided in print-ready resolution in case players want to print the game materials for tabletop play, and many Photoshop templates are included.

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# GAME MECHANICS

# COMPLEX SYSTEMS

> *"We actually find hidden regularities within the complex variety of a system's behavior. That's why chaos has now become a very broad theory that's used to study everything from the stock market, to rioting crowds, to brain waves during epilepsy. Any sort of complex system where there is confusion and unpredictability."*
>
> — IAN MALCOLM

## *The Rules*

As this game takes place over the course of a single night and primarily involves untrained civilian protagonists in a survival scenario, it is rules-light and sits firmly on the "story game" end of the design spectrum. There is no character progression or experience gained, dice rolls are simple and involve no significant calculation, and mechanics are designed to be learned in as little time as possible, as well as to be as simple as possible to pick up and play.

Many of the concepts present within these mechanics—what exactly constitutes a player action within a round, how far a character can move in a single turn, how randomized events unfold from a narrative standpoint—come down to judgment calls. On the following pages, examples are provided as a guide to assist in making these judgment calls and keeping gameplay fair, fun, and thrilling for everyone involved.

By design, this is a streamlined gameplay system which does not make players calculate running distance, water-rationing, projectile trajectories, or other hard-RPG mechanics. If you're looking for a crunchy gameplay experience with complex stats and detailed mechanics for how to operate in any and every situation, you are encouraged to find inspiration elsewhere; if you have a favorite open roleplaying game engine that you think may work well for this setting, such as Forged in the Dark, the Year Zero Engine, or Powered by the Apocalypse, you are welcome to adapt the rules and setting of this game to work with that system.

**Game Warden**

In most role-playing games, one member of the group takes on the role of a game master who plays a pivotal role in leading and orchestrating the game's narrative, enforcing rules, and facilitating character interactions. In *Edge of Chaos* this role is referred to as the "Game Warden."

The primary responsibility of the Game Warden is to guide the narrative flow while still allowing players substantial control over the story's direction. They help interpret the outcomes of randomized events, ensuring that these random events seamlessly integrate into the existing narrative and contribute meaningfully to the story's development. The Game Warden also assists in maintaining narrative coherence, ensuring that the story remains engaging and consistent, even as unpredictable elements are introduced.

Unlike most traditional role playing games, in *Edge of Chaos*, this role is entirely optional. While most players will feel more comfortable with a Game Warden who orchestrates the events of the game, the optional nature of this role offers a flexible approach to suit various play styles. This design choice allows players to either embrace the traditional structure with a guiding Game Warden or to venture into a more democratic form of improvised storytelling where they collectively steer the narrative.

In the absence of a Game Warden, players share the responsibilities typically associated with this role. They collaboratively interpret the outcomes of randomized events, weaving them into the ongoing story and managing the overall direction and pace of the game. This cooperative approach encourages a deeper level of engagement and creativity, as each player contributes directly to the unfolding narrative.

The option to play without a Game Warden is particularly appealing to groups who enjoy a high degree of autonomy in storytelling and decision-making. It promotes equality among players and fosters a sense of shared ownership of the game's narrative. Players negotiate, debate, and ultimately agree on how the story progresses, making the experience highly dynamic and interactive.

However, for those who prefer a more structured approach or groups with less experienced players, having a Game Warden can provide a sense of direction and continuity. There is no wrong way to play *Edge of Chaos*, and each player group should collectively decide what works best for them.

**Rounds and Turns**

Gameplay consists of a series of rounds, in which the entire group of players gets to respond to the current scenario and decide what actions their characters take. While a turn is focused on a single character, a round represents a collective group of player actions and card draws for all characters, including NPCs and dinosaurs. Each character gets 2 actions per turn. This can consist of one action, one movement, or two of either.

Before gameplay begins, the group should determine an initial order in which player turns occur within a round. Each round, the player who goes first should shift by one position in a clockwise direction, ensuring that the effects of external events do not disproportionately affect a single player each round. If there is any disagreement in gameplay order, the

player who most recently watched the original *Jurassic Park* film should go first, followed by a clockwise order.

To create the most flexible set of possibilities for play, there is no full list of actions that characters are capable of performing. Players must exercise their judgment and use their imaginations to determine what their character does or is capable of doing. That being said, players looking for more guidance may use the following examples to help them understand the general scope of actions within the game:

- Attacking or Defending
- Entering a Facility or other Location
- Moving a Significant Distance
- Loading or Preparing Weapons
- Using Inventory Equipment
- Camouflaging or Hiding
- Climbing or Navigating Difficult Terrain
- Navigating with Maps or Compass
- Communicating via Radio
- Administering First Aid
- Using a Computer Terminal
- Entering and Starting a Vehicle
- Maneuvering or Operating a Vehicle
- Repairing Equipment or Vehicles

In addition to actions and movements, there are several other events which may occur during the course of a round. If the group moves to a hex with an unmarked location, the Game Warden or a player will draw a Location Card to reveal the identity of the building located on that hex. If the group encounters a dinosaur, they will need to draw a Dinosaur Card and the indicated number of Attack Cards. Characters may encounter items or vehicles, and will need to draw cards from the corresponding card decks. At the end of each turn, a Chaos Card will need to be drawn, which represents an event which occurs to the group which is outside of the group's control.

## *Card Decks*

To remove the requirement for a Game Warden and to add additional opportunities for organic events to befall the characters, several different sets of cards are used throughout gameplay to assist in directing the narrative and alleviate the need for a pre-planned scenario or campaign. This means that the group will need to set aside several decks of cards to draw from when prompted. These cards bring some elements of traditional board games into play, and help keep the need for memorization and recall of rules to a minimum.

**Chaos Cards**

The gameplay loop is largely powered by Chaos Cards, which introduce a random element into the gameplay which players must react against. At the start of every round, a Chaos Card must be drawn, either by the Game Warden or a player chosen by the group. The card is then read aloud, and any actions or dice rolls specified on the card must be performed. In certain scenarios, players may be required to draw multiple Chaos Cards and react against multiple resulting events in the remainder of the round.

Chaos Cards generally contain an external event which occurs to the characters, their equipment, or their environment. This might be anything from a dinosaur encounter where the group may need to deal with a hungry carnivore, to a natural disaster where the party's progress toward their goal is impeded, to a narrative event which simply inspires a sense of awe in the characters themselves.

The Game Warden or the collective group are tasked with interpreting and integrating this event into the current state of the narrative. For example, if the characters are inside of a building and a player draws a Chaos Card indicating a sudden flood, the narrative might be best served by an interpretation of that event to be the result of a pipe bursting on the ceiling. Or, if the characters are driving a Jeep Wrangler and pull a Chaos Card which specifies that the batteries in one of their devices dies yet they have no flashlight, the narrative might be best served by the car engine's battery getting flooded leaving them stranded.

Game Wardens and player groups are encouraged to make judgment calls that support the most compelling narrative, rather than what may be best for the safety and health of their characters. Because some characters may die over the course of the narrative and their players may choose to take on the role of a new character in order to continue participating in the adventure, players are encouraged not to be too precious about the health of their characters and allow negative events to unfold organically.

**Item Cards**

Item Cards represent various objects, tools, and resources that characters can acquire and utilize throughout the game. These cards are integral to the characters' inventory and play a significant role in their ability to navigate challenges, solve problems, and interact with the game world.

Items range from practical tools to survival gear to novelty items. For instance, if a party contains no InGen employees, a Facilities Map may be essential for navigating the park, showing detailed locations of all major buildings and facilities. Animal Safety Vests can offer minimal protection against animal attacks, while Security Pass Cards allow access to restricted areas when the park's power is on. Backpacks are crucial for carrying a large number of items, and Flares can be used for signaling or as a deterrent in emergencies.

At the beginning of each Scenario, the number of Item Cards each character begins play with is specified. This initial allocation sets up the players' starting inventory, providing them with basic equipment or special items that can influence their early game strategies. The specific items a player begins with can vary greatly, adding an element of unpredictability to the start of each game.

Many Item Cards come with special conditions or abilities. For example, some items might require batteries to function, while others could enhance a character's natural abilities, such as increasing the distance they can see across the island. These special conditions add depth to the gameplay, as players must not only manage their inventory but also consider the specific requirements and advantages of each item they possess.

When an Item Card is drawn, it must be assigned to a particular character. This decision is crucial, especially for players controlling multiple characters, as they must strategically decide which character holds which item. This assignment can impact the character's abilities, their role in the party, and their effectiveness in various situations. If a character holding items leaves the current location and is absent from the round, then the party loses access to that equipment. Characters who are taken out of play for the long term must place their cards back into the Item Deck.

During gameplay, players may be prompted to roll for items when they encounter new vehicles or locations. These are dictated by the icons or instructions on the Vehicle Cards or Location Cards. For instance, upon finding a Jeep Wrangler, the Vehicle Card will indicate a chance to discover new items within the vehicle's glove compartment or underneath the seats. Similarly, exploring a new location might lead to discovering hidden or stored items within that building.

To determine if their characters find a new item, players must roll a D6. If the player rolls a 6, they draw 1 Item Card. If the character finds a specific item, search through the Item Card deck to find the appropriate card. When the character needs to select an unknown item, the deck is shuffled beforehand and a card is drawn randomly.

Item Cards can provide essential resources, offer solutions to specific challenges, or even change the course of the narrative. For example, finding a medical kit might allow a character to heal themselves or others from an injury which is slowing the party down, while discovering a set of binoculars could reveal important information about nearby buildings from a distance. The variety and utility of items ensure that players must continuously adapt their strategies and make decisions based on their current inventory.

**Weapon Cards**

These cards represent various weapons that characters can acquire and utilize throughout the game, each with specific functions and many with specific ammunition requirements. The Weapon Card deck contains both lethal and non-lethal options, giving players a variety of approaches in handling the challenges they encounter in the game.

Each Weapon Card provides key information about how a particular weapon function, and

## Dinosaur Detectives

DINOSAUR DETECTIVES
Dr. ALAN GRANT
DINOSAUR DETECTIVES
Dr. ALAN GRANT
DINOSAUR DETECTIVES
Dr. ALAN GRANT

The definitive book on the study of dinosaurs and the field of paleontology, co-authored by Dr. Alan Grant. Characters who possess a copy temporarily gain the **Dinosaurs on the Brain** expertise.

differentiate between lethal and non-lethal weapons to guide players in making strategic choices in alignment with their gameplay style and the situation at hand.

These weapons range from basic tools like pocket knives and machetes, primarily intended for utility, to more complex firearms such as pistols and shotguns, designed for defense against larger threats. Non-lethal options include items like shock prods, electrified nets, and various types of tranquilizing equipment, allowing for the safe handling and control of animals without causing them long-term harm.

During each round, characters may choose to use a weapon as an action. The choice of weapon can significantly influence the outcome of encounters, especially during critical moments like dinosaur attacks. For example, reloading a weapon may require using up an action during a turn of gameplay involving combat, which could make the difference between a character's survival and death.

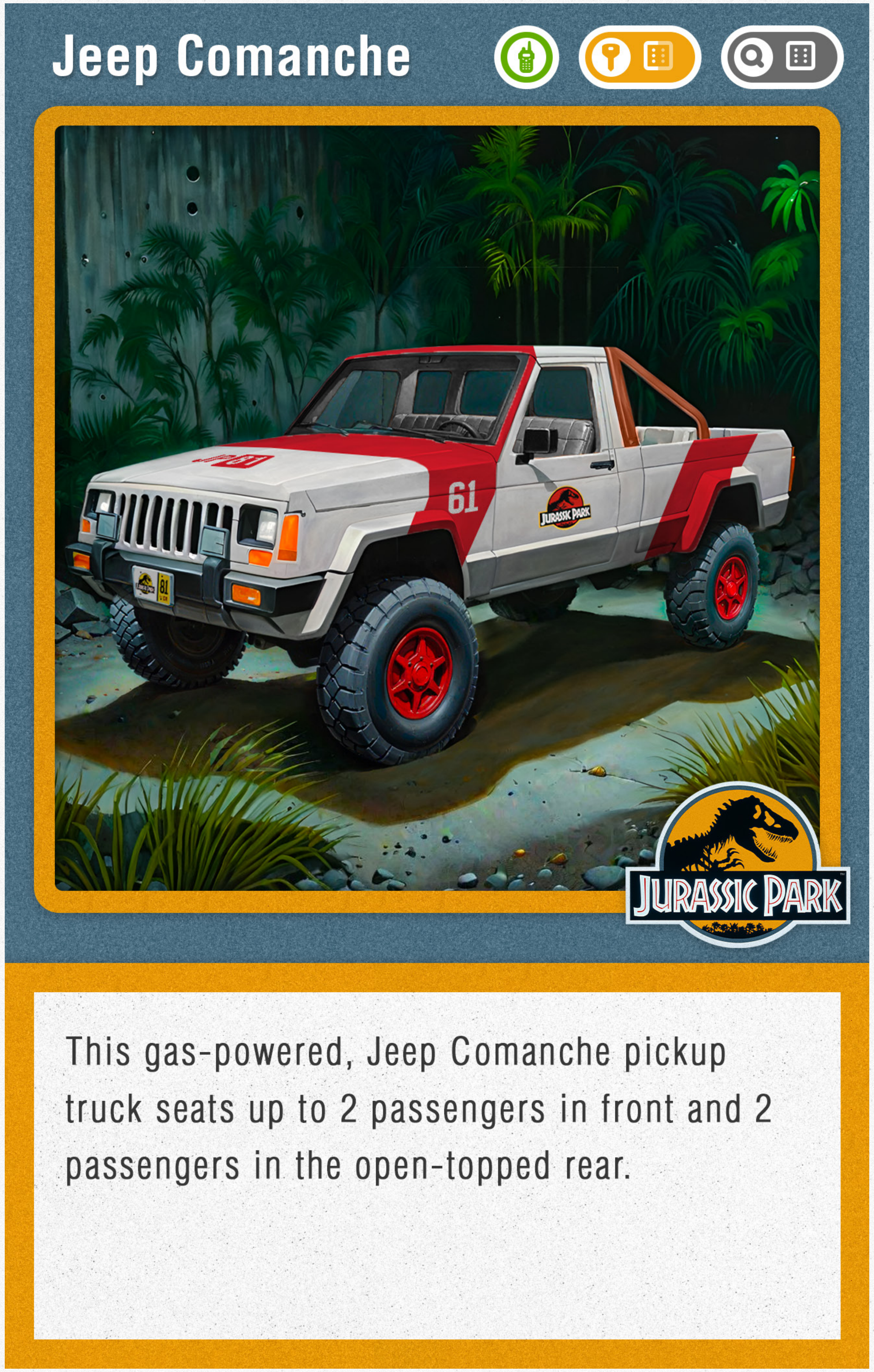
Players must determine whether their character is capable of using a weapon, or wishes to harm an animal or another character. Characters who are untrained in weapons handling, such as children or some academics or scientists, may not be as adept in the handling of those weapons, which should be factored into gameplay choices. The Game Warden or player group may choose to place a handicap on dice rolls in certain scenarios, such as a child character attempting to use a grenade launcher against a Tyrannosaurus-Rex. Characters with the Weapons Handling ability get a modifier to their weapons-based dice rolls.

Item Cards or Weapon Cards, collectively referred to as "equipment," can be traded between characters at the discretion of the players, however doing so constitutes an action during a turn.

**Vehicle Cards**

Each Vehicle Card contains details about the vehicle it represents such as seating capacity, which is crucial as not all vehicles can accommodate an entire party. The party may be split up by a vehicle, such as a party of 3 encountering a dirt bike which fits only a single rider. In an instance where a player chooses for their character to leave on the dirt bike, that character will be at least temporarily removed from the narrative. When the party needs to select an unknown vehicle, the deck is shuffled beforehand and a card is drawn randomly.

The type of fuel a vehicle uses, either gas or electricity, is also specified on the card, adding layers to the narrative. Gas-powered vehicles might attract animals due to their scent or run out of fuel, while electric vehicles have their own unique vulnerabilities, such as malfunctioning near water. Most vehicles are associated with the Keyring Item Card, which is essential for operating vehicles that require a key. If a player loses this card, they lose the ability to operate key-required vehicles. However, not all vehicles in the game require


Jeep Comanche

This gas-powered, Jeep Comanche pickup truck seats up to 2 passengers in front and 2 passengers in the open-topped rear.

a key, offering a variety of transportation options. Additionally, these cards indicate the presence of special equipment like radios or flashlights and note whether parts of the vehicle offer protective cover against dinosaur attacks.

Every time players enter a garage, they can roll a D6 to determine if there is a vehicle in that garage, with a 5 or 6 representing a success. If so, they must roll another D6 to determine what kind of vehicle it is. Rolling a 1-3 means that there are no vehicles present, 4 means that there is a Kawasaki Golf Cart present, 5 means that there is a Motorcycle present, and 6 means that there is a Jeep Wrangler present. In addition, a further die roll is required to check for the presence of a Keyring in vehicles that need one. Someone in the group must roll a D6 to determine whether or not there is a Keyring already present in any appropriate vehicle. Rolling a 1 means that a Keyring is present, otherwise it is not and players must already possess the Keyring card to operate the vehicle.

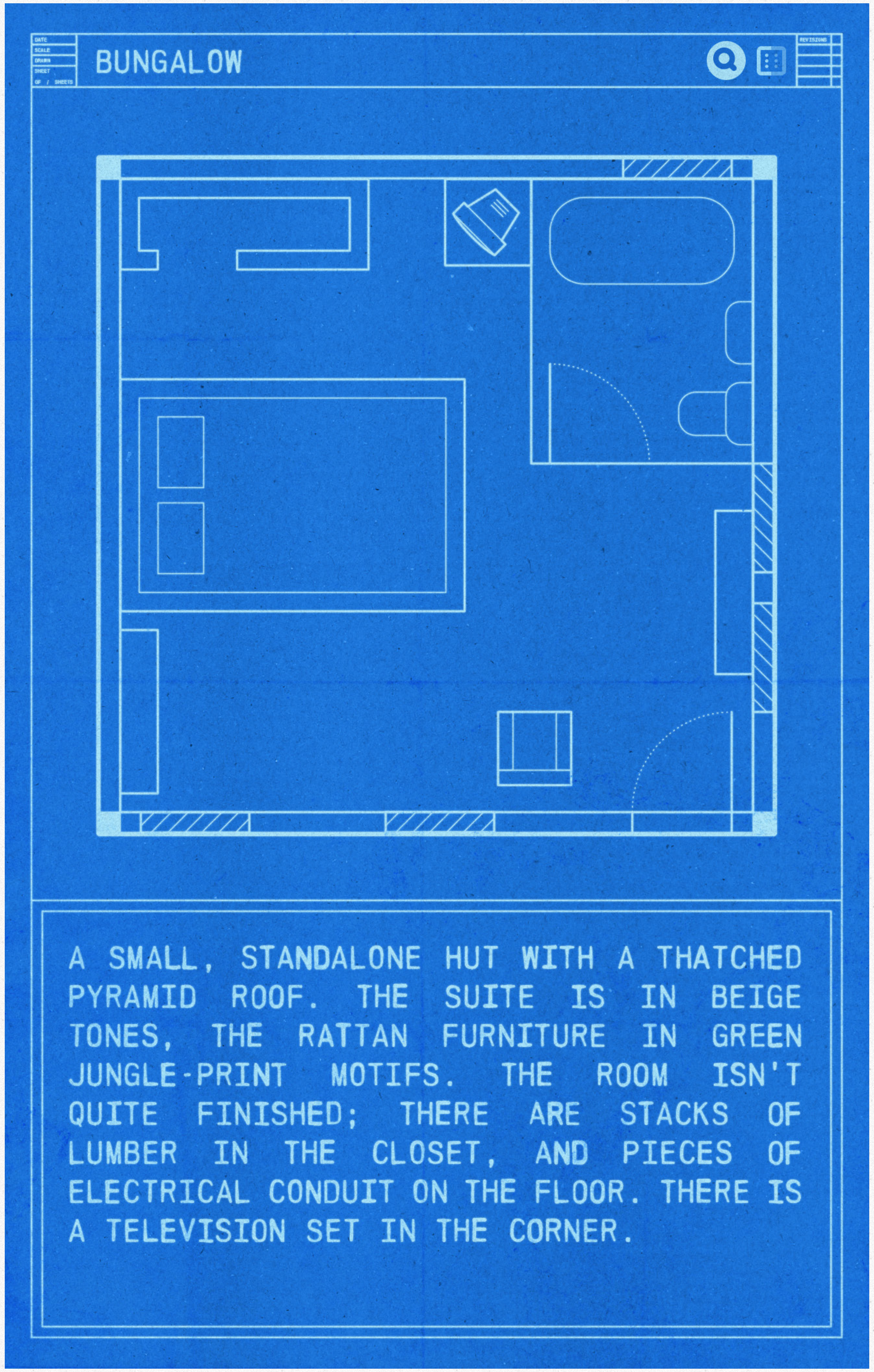
Any party riding in a vehicle is able to move at double the speed as an on-foot party, meaning that they are able to move up to 2 hex per turn while only drawing a single Chaos Card.

**Location Cards**

These cards represent various buildings and structures within the game's setting, each with unique characteristics and strategic importance. Location Cards come into play when a party lands on a red hex, which indicates an unmarked location on the game map. This system keeps the narrative surprising and the gameplay fresh for increased replayability, with a slightly different map layout in each playthrough. Upon arriving at an unmarked location, players draw a Location Card at random from the deck. These cards reveal the specific building or structure the party has encountered, providing a blueprint of the location and detailing any pertinent information, such as the presence of equipment or vehicles that may be found inside.

These locations range from scientific and medical centers, such as research laboratories and veterinary outposts, to critical operational facilities like power outposts and security bunkers. Certain locations may give the party a strategic advantage in their survival and other goals, such as providing shelter from an attacking dinosaur, providing the possibility of finding a vehicle which will allow the party to move more quickly, or allowing characters to tap into the island's security camera feeds once the park's power has been restored.

If a character is being pursued by a dinosaur that cannot enter the building they have ducked into, successfully crossing through a doorway into such a structure means the character has evaded the dinosaur. This adds a layer of tactical decision-making to the gameplay, as players must choose their movements and locations wisely to stay safe. Different characters within a party may be inside or outside of a location without the need for a player to sit out gameplay rounds. Within



A SMALL, STANDALONE HUT WITH A THATCHED PYRAMID ROOF. THE SUITE IS IN BEIGE TONES, THE RATTAN FURNITURE IN GREEN JUNGLE-PRINT MOTIFS. THE ROOM ISN'T QUITE FINISHED; THERE ARE STACKS OF LUMBER IN THE CLOSET, AND PIECES OF ELECTRICAL CONDUIT ON THE FLOOR. THERE IS A TELEVISION SET IN THE CORNER.

a close proximity of these smaller locations, characters can be physically separated without affecting gameplay.

One key aspect of these locations is their interaction with the game's dinosaur element. Large carnivores and large or medium herbivores are unable to pass through the doors of sturdy structures due to their size, providing players with a strategic advantage in certain scenarios. However, the resilience of these buildings can vary. Some of the more fragile locations, like restrooms, may be susceptible to being broken into by these large creatures, depending on the outcomes dictated by Chaos Cards, dice rolls, and player judgment calls.

Some locations, such as the research laboratories or maintenance outposts, have multiple versions scattered around the island. This feature enhances the game's replayability and unpredictability, as players may encounter different variations of the same type of location in different playthroughs. What is true for one variant of a location may not be true for others, such as the items or vehicles it contains.

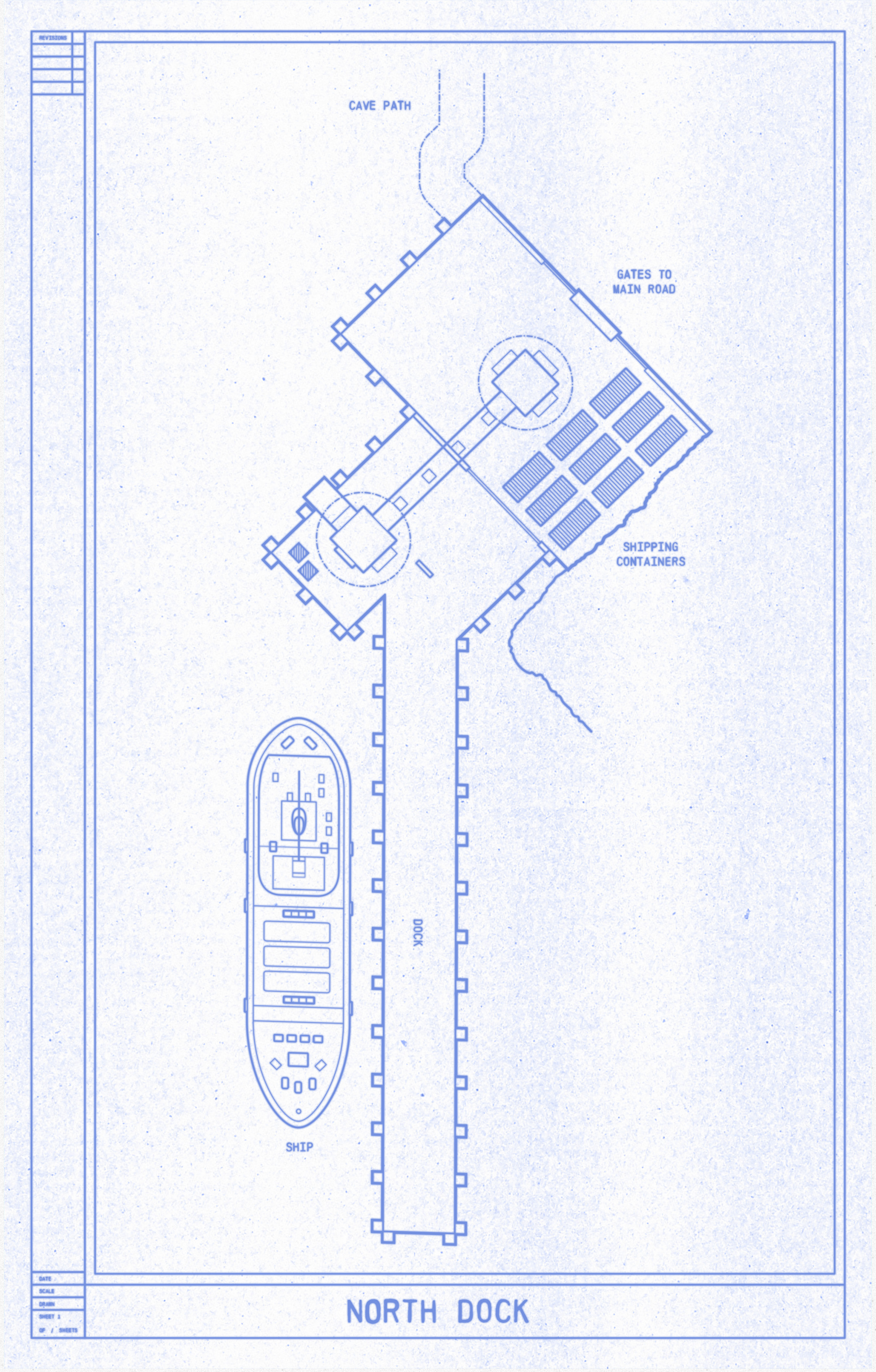
**Facilities Cards**

Facilities are major pre-defined structures on the game map, distinct from the smaller buildings represented by the unmarked locations. Each Facility is denoted by a white hex marker on the map, symbolizing its known and fixed position within the game world. These Facilities are larger and more complex than the buildings found at unmarked locations, often playing a significant role in the narrative and strategic aspects of the game. When players enter a hex marked with a facility, they draw the corresponding Facility Card blueprint.

These blueprints vary in complexity and size, ranging from simple single-floor layouts to elaborate multi-level structures. The detail in each blueprint provides players with a clear visual representation of the Facility layout, including its various rooms, corridors, and other features. This visual guide is crucial for navigating the Facility, strategizing movements within it, and understanding how it can be used in the context of the game.

Whether it's a sprawling Visitor Center with educational exhibits and dining facilities or the immersive Aviary housing pterosaurs, each Facility offers unique opportunities and challenges for the players. The precise layout of some Facilities is left open-ended, allowing the Game Warden or players to fill in the gaps.

Unlike the Location Cards encountered within red hexes, parties navigating these larger facilities must remain together as a group if they don't want characters to separate from the party and exit the current narrative. Game Warden or group discretion must be exercised in order to determine the nuances of this mechanic, such as scenarios when one character is waiting inside a door for other characters to follow, or one character is attacked within a stairwell between floors.



### Dinosaur Cards

Each Dinosaur Card contains information about a specific type of animal including its size and whether it is a carnivore or herbivore. Each card also contains icons for determining the animal's current health, as well as their threat level, which involves rolling a D6 to draw a specific number of Attack Cards which must be played out during the course of one or several rounds.

During a random draw, the deck may also need to be split between carnivores and herbivores so that a specific dinosaur card type may be drawn. For expanded details about behaviors, attack and defense patterns, and other key information about each dinosaur, see The Animals. This will help Game Wardens and players understand how to characterize the behaviors of each dinosaur.

Dinosaur Cards are generally drawn when a Chaos Card specifies that the group has had a dinosaur encounter. This card will contain instructions on which specific dinosaur is encountered, as well as instructions on the addition of other pack members to the attack. For additional pack members, players must roll new health and attack stats for each animal.

While a group of dinosaurs is generally considered to be more dangerous to the safety of a character, such encounters also come with richer narrative choices such as more easily distracting the animals, leaning on the disadvantages of herd mentality, or turning rival animals against each other.

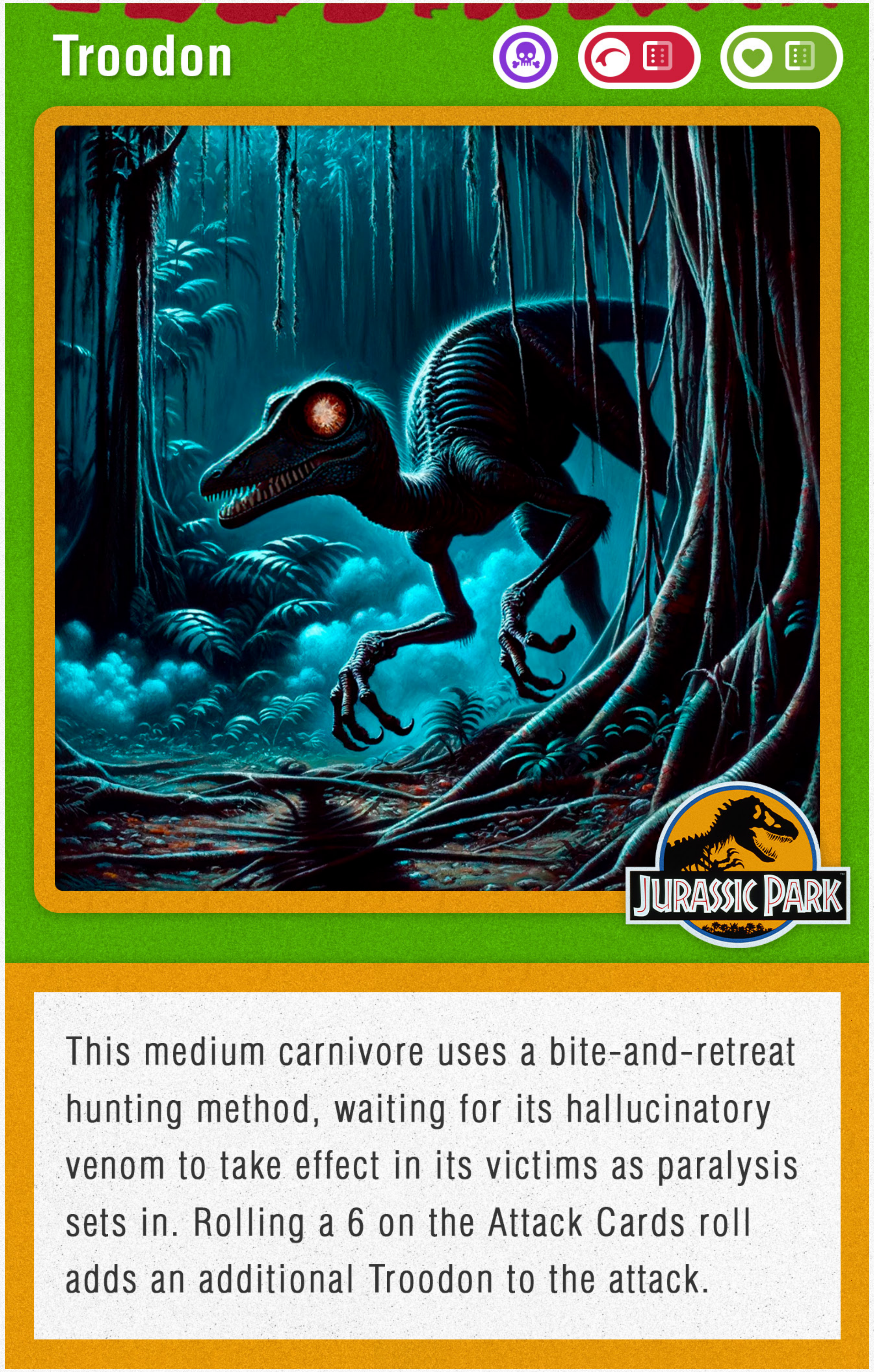
### Attack Cards

When a character or party encounters a dinosaur, players will roll a D6 to determine the number of Attack Cards to be drawn, as specified on the Dinosaur Card. The Attack Cards are then set aside, shuffled, and their contents are not revealed before their corresponding actions are set to play out in the narrative.

At the beginning of the next round, the first Attack Card is revealed and read aloud to the group. This card details the type of attack the dinosaur performs, plunging the players into a tense narrative moment. The Game Warden or player group then assesses any immediate health or stat effects that this attack has on any character in the group. This introduction of danger and consequence sets the stage for the subsequent player turns, where players must react to the attack with their characters' actions and movements.

After every character's turn, an additional Attack Card is revealed, advancing the dinosaur's assault. The player whose turn it is must then respond to the effects of this subsequent attack. This sequential unveiling of Attack Cards keeps the tension high and requires players to continuously adapt their strategies. The encounter reaches its climax once all the Attack Cards have been exhausted, signaling the conclusion of the dinosaur encounter. Once all Attack Cards are discarded, the Dinosaur Card may be shuffled back into the deck.

Due to the shifting nature of which player



This medium carnivore uses a bite-and-retreat hunting method, waiting for its hallucinatory venom to take effect in its victims as paralysis sets in. Rolling a 6 on the Attack Cards roll adds an additional Troodon to the attack.

goes first during each round, no single character will be disproportionately affected by dinosaur attacks over any other. If a dinosaur is killed during the course of a round, all Attack Cards are discarded.

Finally, the narrative aftermath of the encounter is determined by the Game Warden or the player group. This determination involves assessing the overall impact of the encounter on the characters and the storyline, weaving the results of the attack into the ongoing narrative of the game.

**Character Cards**
These cards are essential for role-playing a pre-existing character, providing a tangible representation of their persona and personal information. Each Character Card includes a brief biography that offers insights into their background and role on the island, as well as each character's affiliation, stats, and expertises. When a player takes on the role of a character, they are encouraged to copy the details from the Character Card onto a Character Sheet to track the character's health and affiliation.

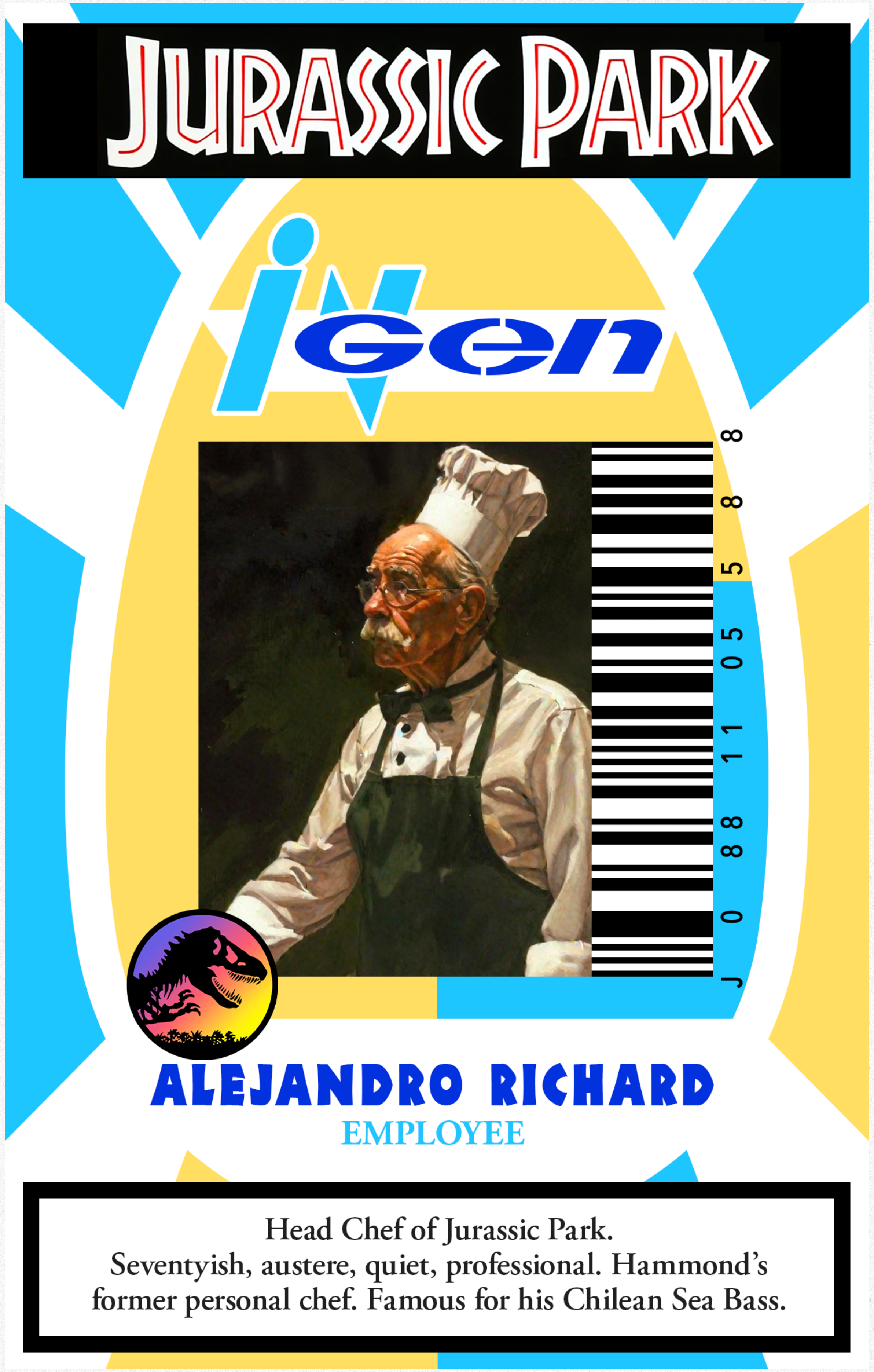
At certain points in the game, generally dictated by specific Chaos Cards, the group may be required to draw from the Character Card deck. This action introduces a new character into the narrative as a new playable character or as a temporary NPC, at the discretion of the group. If a Game Warden is being utilized, they assume control of any NPCs, otherwise the responsibility of role-playing the NPC falls to one of the players, who might then juggle multiple characters.

In scenarios where a party member departs from the main narrative for more than one round—due to reasons such as separation from the group, sedation and abandonment, or a player's decision to remove them from the story—their Character Card is returned to the deck. This mechanic simulates the fluid nature of characters' involvement in the game's unfolding story. Returning a character's card to the deck and shuffling it signifies the exit of that character from the current narrative.

This element not only adds to the realism of the game but also ensures that no character is ever permanently sidelined, allowing for their potential re-introduction in later stages of the game. In this scenario, they may re-enter the narrative as an NPC, or as a character role played by a different player than before. If a player-created character needs to be shuffled into the deck while absent from the narrative, substitute the generic Guest Badge for that character.

**Contents of Decks**
Before gameplay begins, players should create a set of decks which contain an ideal set of cards to draw from. At the beginning of each game, Arnold and Muldoon should be set aside from the Character Card deck.

**Card Iconography**
Many cards feature icons in the upper right



**ALEJANDRO RICHARD**
EMPLOYEE

Head Chef of Jurassic Park.
Seventyish, austere, quiet, professional. Hammond's former personal chef. Famous for his Chilean Sea Bass.

corner, serving as a quick reference guide for players. These icons signify specific actions or game mechanics, such as the duration a card impacts play or the necessity of a dice roll to complete an action.

**Dice**
When a die icon appears, it instructs the player to roll a D6, with a full icon for using the roll as is and a half icon indicating the need to halve the result, rounded up.

**Discard**
This indicates that this card should be discarded following the specified number of rounds once used.

**Health**
This indicates that this card adds the specified number of health to a given character.

**Search**
This indicates that an area should is searchable for items. A 6 is a success.

**Keyring**
This indicates that a vehicle requires a Keyring to operate. A 6 is a success.

**Radio**
This indicates that an item or area contains a working radio.

**Sight**
This indicates that an item allows players to see the indicated number of hex around them.

**HP**
This indicates the number of HP a dinosaur begins play with.

**Attack**
This indicates the number of Attack Cards to draw.

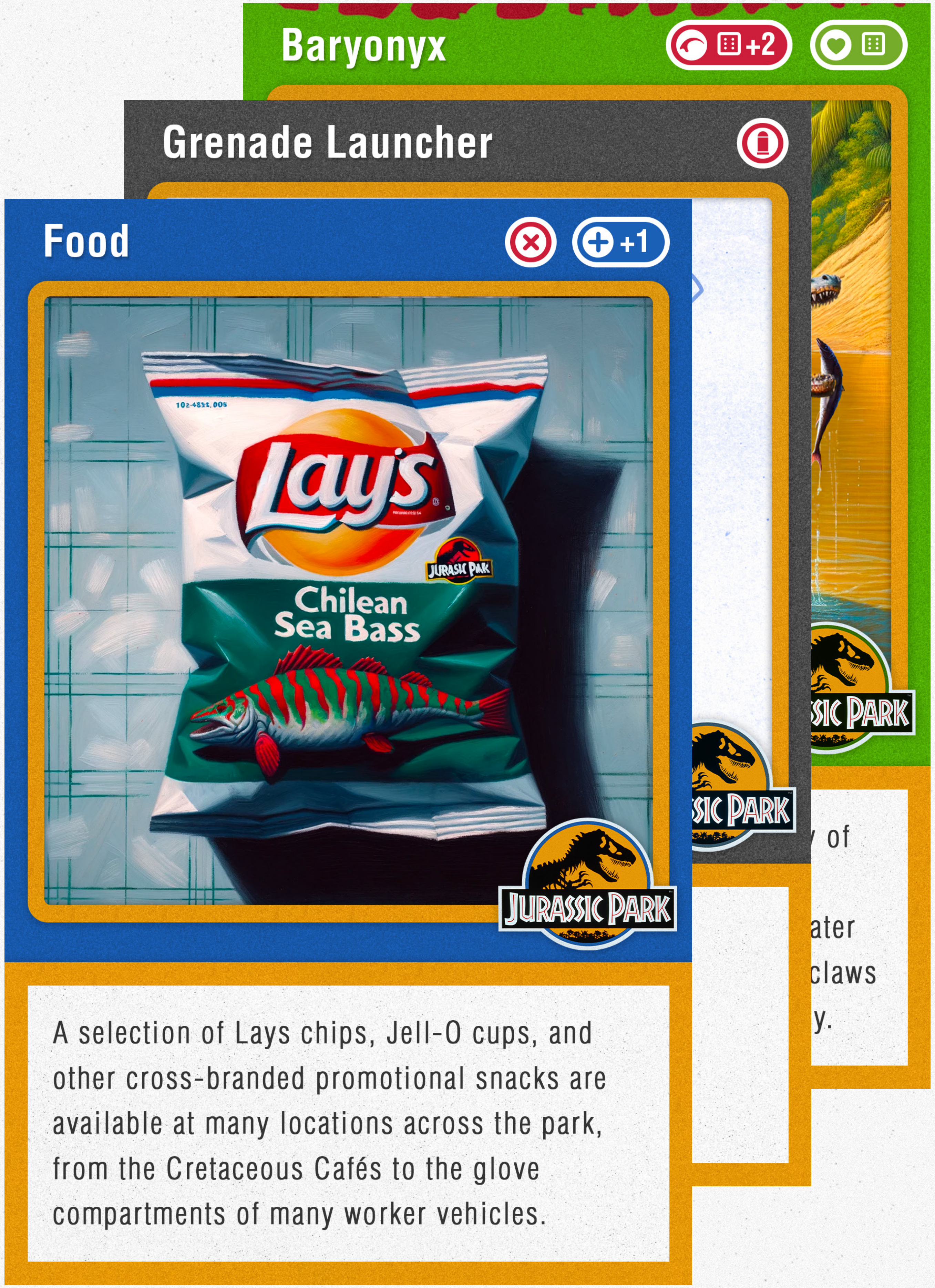
**Knowledge**
This indicates that this card adds a temporary expertise or skill.

**Power**
This indicates that this card requires batteries or another power source to work.

**Ammunition**
This indicates that a weapon requires ammunition to operate.

**Speed**
This indicates that a vehicle allows players to move the indicated number of hex per turn.

**Venom**
This indicates that a dinosaur has a venomous bite, requiring a Medical Kit or Tranquilizer Dart within 6 turns or the character dies.



A selection of Lays chips, Jell-O cups, and other cross-branded promotional snacks are available at many locations across the park, from the Cretaceous Cafés to the glove compartments of many worker vehicles.

## Teamwork

Resource management is a delicate balance. Each player group has access to a finite set of resources, including medical supplies, tools, weapons, and food. How these resources are distributed and utilized can mean the difference between survival and catastrophe. Players must make tough choices: do they conserve resources for a future unknown threat, or use them immediately to resolve a current crisis? The Game Warden can introduce scenarios where resource scarcity is a key challenge, forcing players to prioritize and make strategic decisions under pressure.

Teamwork is another cornerstone of gameplay. The game is designed to encourage players to work together, combining their unique skills and knowledge to overcome challenges. This is particularly relevant during rounds, where players must take turns in a sequence, reacting and adapting to the actions of others. Communication is key; players need to constantly share information, strategize together, and support each other's actions. The Game Warden can create situations that require coordinated efforts, such as navigating through hazardous terrain, orchestrating a rescue mission, or dealing with a dinosaur encounter. Utilizing park maps effectively is essential for planning routes, avoiding danger zones, and locating critical resources or facilities. The Game Warden can present players with various navigation challenges, such as deciphering outdated or damaged maps, dealing with electronic navigation systems that may malfunction, or navigating by natural landmarks in scenarios where maps are not available and characters do not know the park's layout.

## Dinosaur Encounters

Interacting with dinosaurs is a fundamental aspect of play, offering a blend of strategy, exhilaration, and peril. As players navigate Isla Nublar, encounters with these magnificent yet potentially dangerous creatures are inevitable. Understanding how to role-play these interactions and strategize effectively during dinosaur encounters is crucial for survival and enriching the gaming experience.

Role-playing these encounters requires an understanding of each species' behavior, physical traits, and habitat. Players should immerse themselves in the mindset of their characters, considering how a real person might react to these giants. Encounters should be treated with a sense of awe and respect for the dinosaurs, balanced with an awareness of the inherent dangers they pose.

Interactions should also reflect the environmental context. Dinosaurs like the Parasaurolophus, found in open fields, may allow for a more observational encounter, while

the dense foliage of a Dilophosaurus habitat might lead to sudden, surprise interactions. The setting can significantly influence the encounter's dynamics, from visibility and escape routes to potential hiding spots.

**Strategies for Encounters**

Surviving encounters involves a blend of knowledge, strategy, and quick thinking. Players must be aware of each dinosaur's unique attack and defense patterns to make informed decisions. For instance, understanding that a Velociraptor may use ambush tactics suggests the need for constant vigilance and preparedness for sudden attacks.

In scenarios involving aggressive or predatory dinosaurs, players should prioritize safety and avoidance. This might mean choosing flight over fight, using the environment to their advantage, or employing distraction techniques. For example, against a charging Triceratops, finding higher ground or using vehicles for protection could be viable strategies.

Conversely, encounters with more docile or herbivorous dinosaurs, like the Brachiosaurus, might allow for closer observation or passive interaction. However, players must remain aware of the dangers posed by these creatures' sheer size and strength.

When dealing with pack animals like the Velociraptors, players should consider their group dynamics and try to disrupt their coordinated efforts. This could involve creating diversions, splitting the pack's attention, or retreating to more secure locations.

In all encounters, the use of available resources, such as tranquilizers, protective gear, or environmental features, can play a crucial role. Players should be encouraged to think creatively, using their surroundings and equipment to manage these encounters effectively.

**Incorporating Attack and Defense**

Attack and defense scenarios add a layer of intensity to dinosaur encounters. The game should emphasize the unpredictability of these encounters, with dinosaurs reacting to player actions or environmental triggers. For example, a sudden loud noise could startle a herd of Gallimimus, leading to an unplanned stampede that players must navigate.

Defensive strategies might include seeking cover, creating barriers, or using non-lethal means to deter dinosaurs. In attack scenarios, players must weigh the risks of engagement against the potential rewards, such as securing a path or protecting a fallen team member.

Throughout these encounters, the Game Warden should balance the sense of danger with opportunities for players to showcase their problem-solving skills, resourcefulness, and bravery. Whether fleeing from a hunting pack of Velociraptors or cautiously navigating a field of grazing Triceratops, these encounters should be thrilling, immersive, and reflective of the awe-inspiring nature of Jurassic Park's dinosaurs.

## *Gameplay Modes*

There are two modes of gameplay, with two different end-goals. Before the game begins, the group should decide whether they are looking to play a shorter game which concludes the narrative within a single play session, or a longer one which extends the narrative over the course of multiple play sessions.

**One-Shot Play**

One-shot games conclude when the party of characters reaches the Emergency Bunker in the Visitor Center basement. This means that all present characters have secured their personal health and safety, and have survived the Isla Nublar incident. Campaign games, on the other hand, are about more than personal safety for the party—they are about securing the safety of Jurassic Park itself, including all guests and employees on the island.

**Campaign Play**

In campaign play, reaching the Emergency Bunker is only the beginning. Once the party has reached the bunker, the next goal becomes getting Jurassic Park back online. While the character party was working to get back to safety, John Hammond insisted that it was necessary to reboot the park's automated computer system to eliminate Nedry's malicious White Rabbit code. During shutdown, however, the system's circuit breakers were tripped and must now be manually reset. This is where the next phase of play begins.

In the course of gameplay, additional immediate goals may supersede the goal of any given character reaching safety. This might include a goal of 'Child Safety' for a character with children or attachments to children, or 'Attaining Samples' or 'Exposing InGen' for characters with ulterior motives. For more information on win conditions for characters with ulterior motives, see Ulterior Motives.

**Phase 2: Get Jurassic Park Back Online**

In this phase of campaign play, the focus of the narrative shifts dramatically. After reaching safety, players are now faced with the daunting task of restoring Jurassic Park's systems to full functionality. The group's new objective is to navigate to the maintenance shed, reset the circuit breakers, and bring the park's essential systems, especially the security measures, back online.

**New Goals**

The primary goal in this phase is to reboot the park's systems, a task that involves braving the hazardous environment outside the Visitor Center Emergency Bunker, deep in the Velociraptors' territory. Players must carefully navigate to the maintenance shed, contending with heightened dangers, including more frequent encounters with carnivorous dinosaurs.

**Character Options**

At this juncture, players are presented with new character options. They can continue playing as their existing characters, select a new pre-made character, or create a custom character. Notably, Robert Muldoon and Ray Arnold become available as playable characters at this point, offering unique skills and perspectives essential for navigating the park's treacherous conditions and technological challenges. The choice of character will significantly influence the group's strategy and chances of success in this high-stakes mission.

### Enhanced Danger

Reflecting the escalated danger and urgency, the game mechanics adjust to draw two Chaos Cards per round instead of one. This change increases the unpredictability and intensity of the game, as players must now contend with more frequent complications and threats. The Chaos Cards in this phase are designed to challenge players with scenarios that test their resourcefulness and ability to adapt quickly to changing conditions. During this phase, all herbivores have also been removed from the encounter deck to increase the difficulty of the game and to reflect the more territorial nature of the now-emboldened carnivores.

### Win Conditions

The win condition for this phase is clear yet challenging: successfully reset the circuit breakers in the maintenance shed and return safely to the Visitor Center's Emergency Bunker. Accomplishing this task will restore the park's systems, particularly the security fences, crucial for containing the dinosaurs and reestablishing order. This objective requires players to not only survive the perilous journey but also effectively manage the technical aspects of rebooting the park's systems.

## Phase 3: I've Decided Not to Endorse Your Park

The third and final phase, aptly titled "I've Decided Not to Endorse Your Park," shifts the game's focus towards a daring rescue mission. With Jurassic Park's systems back online, including electric fences and security measures, players now face the formidable task of rescuing all remaining characters stranded across the island. This phase is characterized by a palpable sense of urgency and danger, as players navigate the perilous, dinosaur-infested park to ensure no one is left behind.

Players have two distinct ways to approach this phase:

### 1. Continuation Play Style

Players can choose to continue with the characters they role-played in the previous phase, joining forces with Robert Muldoon and venturing into the park for the rescue mission. In this style, players have full access to the park's armory, offering a strategic advantage against the dangers they face. The emphasis remains on preserving dinosaur life when possible, but not at the expense of human safety.

### 2. New Scenario Play Style

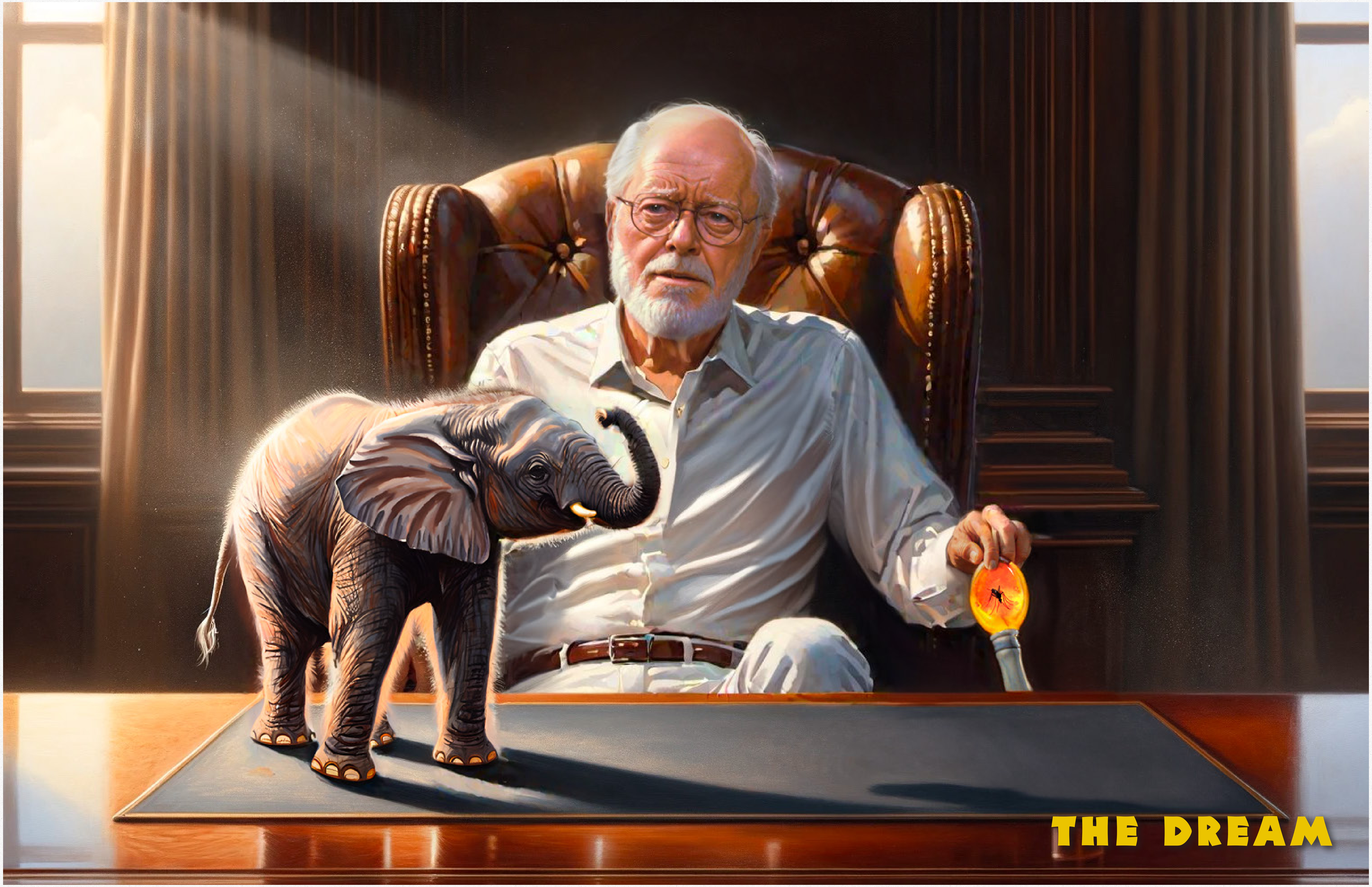
Alternatively, players can opt to create a new scenario using characters drawn from the Character Card deck. The goal for these characters is to reach the safety of the Emergency Bunker, similar to the first gameplay phase. In this option, Ray Arnold and Robert Muldoon are shuffled into the Character Deck, potentially appearing as part of the rescue narrative.

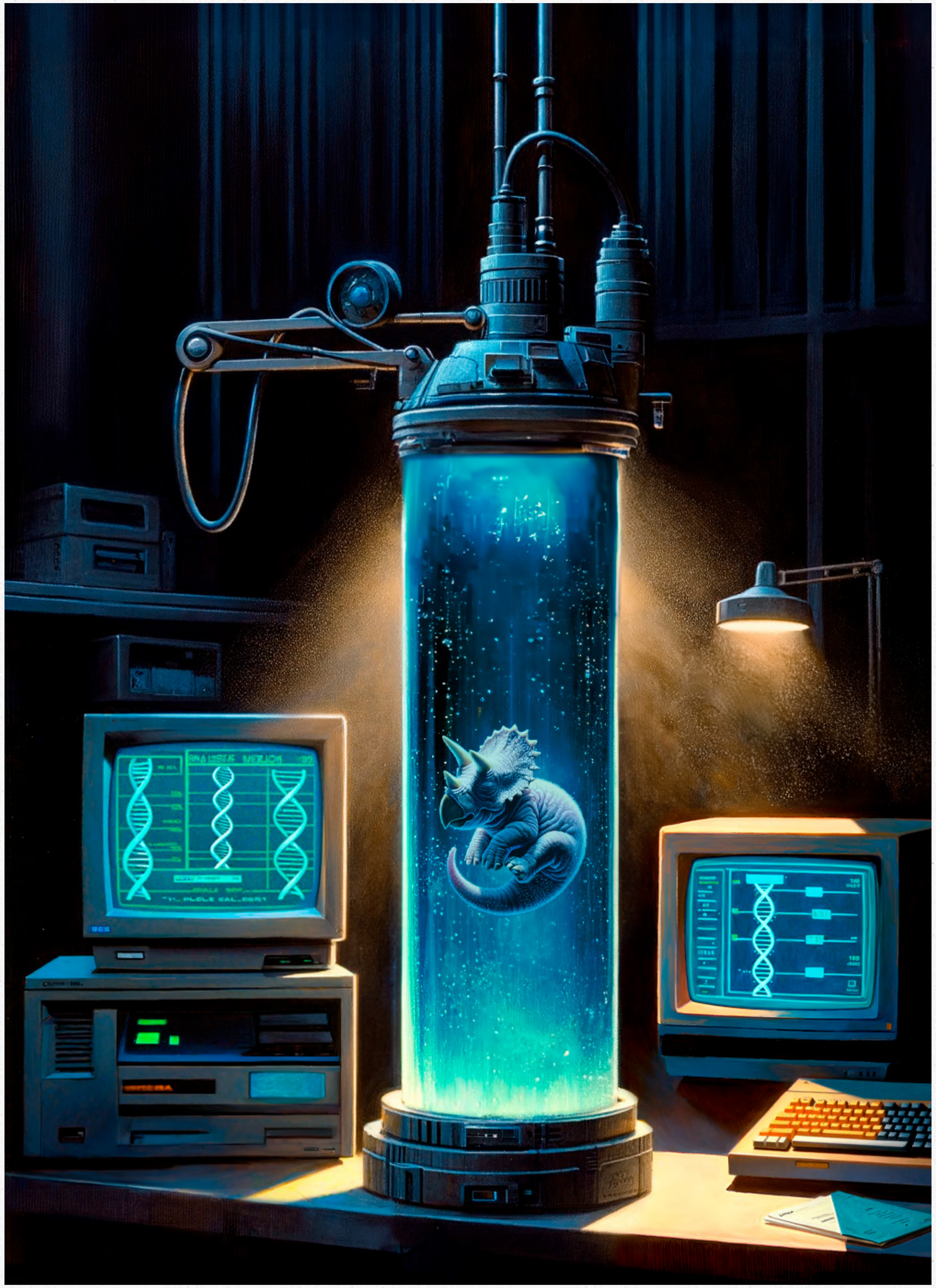
### New Goals

The primary objective in this phase is the rescue and safe return of all remaining characters in the game world. This encompasses every Character Card still in play, representing various individuals who need to be escorted back to the safety of the Emergency Bunker. The challenge is compounded by the reactivated security systems, including electrified fences and locked doors requiring keycard access, which add layers of complexity to the rescue operations.

### Climactic Conclusion

The climax of the game occurs once the final set of characters reaches the Visitor Center. Here, players face their greatest challenge: drawing a combination of 5 Chaos Cards, 4 Carnivore Cards, and a minimum of 10 attack cards. This intense culmination tests players' strategic abilities, resourcefulness, and teamwork to the utmost. The scenario crafted by this combination of cards promises a suspenseful and action-packed ending, as players navigate a barrage of threats and obstacles in their final bid for survival. This final phase encapsulates the essence of the game, combining strategy, suspense, and survival in a dramatic finale that stays true to the spirit of the *Jurassic Park* universe.


THE DREAM



# ON THE EDGE

> *"Despite all these clues, we still had no idea where InGen might be going. The company seemed obviously focused on animals; and they had hired researchers with an interest in the past—paleoblologists, DNA phylogeneticists, and so on. Now it seems that InGen has done something quite extraordinary."*
>
> — LEWIS DODGSON

## *The Cutting Edge*

In the corridors of biotech laboratories and in hushed conversations among industry insiders, dismissive whispers have turned into astonished murmurs: International Genetic Technologies has seemingly achieved the impossible—bringing dinosaurs, the majestic rulers of the prehistoric world, back to life after 65 million years. Their breakthrough transcends mere scientific achievement; it represents a quantum leap forward in human imagination and possibility. InGen's scientists have not only traversed the immense chasm of time through their genetic mastery, they have dared to tread in the realm once reserved only for the divine—controlling the very power of life and death itself.

## *A Competitive Edge*

After the computer-powered advances of the 1980s, the biotech industry emerged as a lucrative frontier, driven by both its potential to solve modern problems and its promise of substantial financial returns. This marks a significant shift in the field, transitioning from one of academic curiosity to a powerhouse of commercial opportunity. From healthcare to agriculture and warfare to entertainment, biotech innovations promise revolutionary solutions to nearly all of mankind's problems.

But the rewards of that innovation attract attention from rival corporations, leading to a clandestine world of industrial espionage. Behind the facade of pioneering research and scientific progress, these biotechnology corporations engage in a covert war for market supremacy. Laboratories are infiltrated, research stolen, and data compromised, all in the pursuit of a competitive edge.

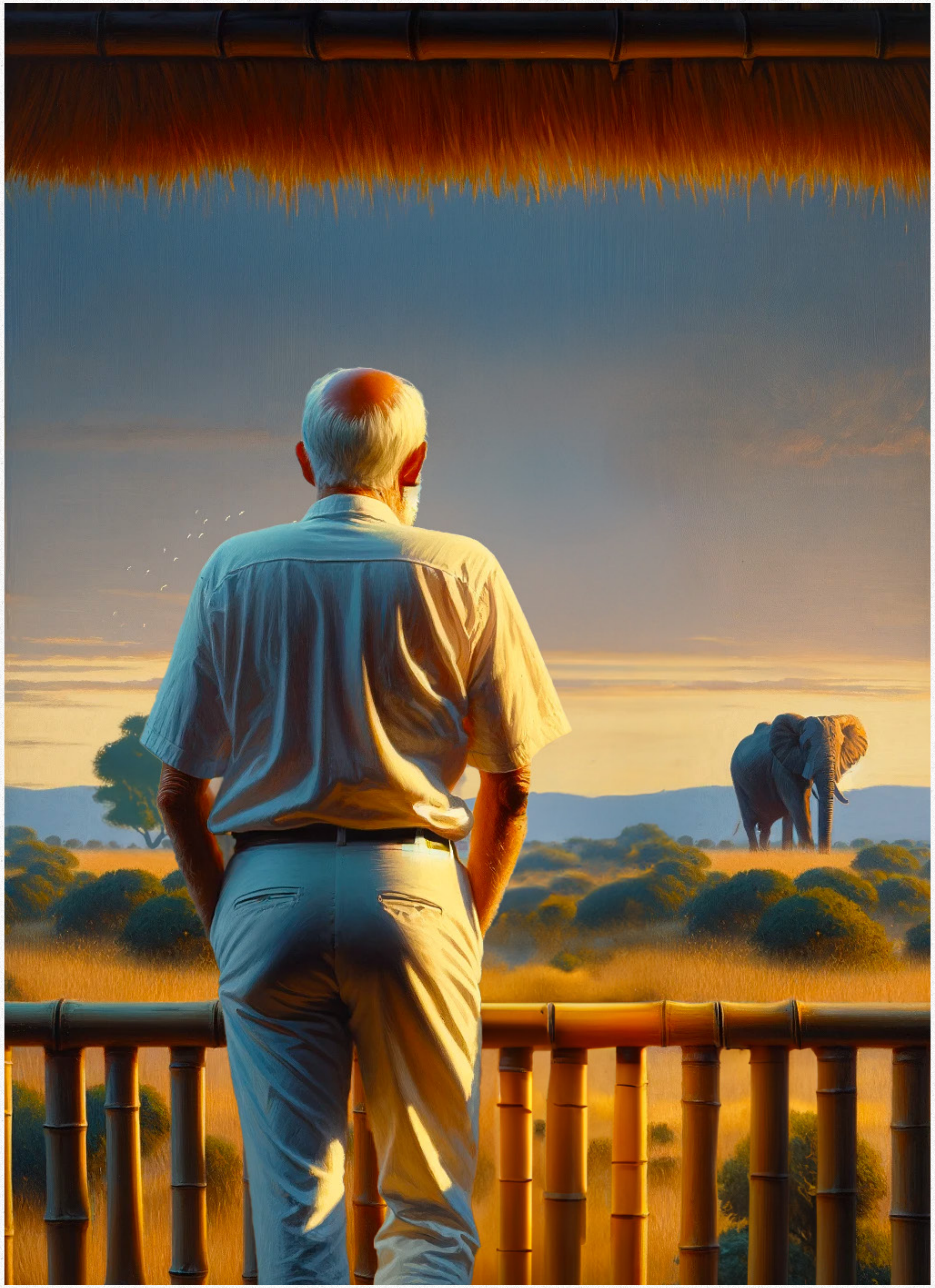
The most prized assets in this secretive war are the biological samples—enzymes, viruses, stem cell lines—which are often stolen or destroyed, setting back years of research for some, but allowing others to take leaps years or even decades ahead. These acts of espionage are facilitated by a network of shell companies and offshore accounts, allowing biotech giants to operate with near impunity. Regulators struggle to keep pace with these covert operations, often outmaneuvered by the vast resources and cunning tactics of these corporations. In this cut-throat world, the lure of financial gain from a single breakthrough turns even the most trusted colleague into a potential threat. In this shadowy world of backstabbing, driven by the obsession for the next big discovery, ethical boundaries blur, and the pursuit of knowledge becomes entangled with the pursuit of power and profit. In the race for biotech supremacy, nothing is off-limits. And InGen's breakthrough is worth billions.

## *The Edge of Possible*

John Hammond, visionary entrepreneur and CEO of InGen, dared to dream bigger than anyone before. His vision was not just to clone ancient creatures but to showcase them in a setting that would eclipse his previous ventures, including the 'Animal Kingdom' preserve in Nairobi. Hammond's ambition was to create a biological attraction that would render his earlier endeavors mere child's play. The inception of this grand idea traced back to a simple yet profound moment: watching an elephant swat mosquitoes in the African savanna, Hammond recalled a piece of amber with a prehistoric mosquito he had seen as a child. This memory ignited the spark for what would become Jurassic Park.

The birth of the first viable cloned dinosaur, a Triceratops which lived for several hours, was a watershed moment. It gave Hammond the confidence to pursue his audacious dream with vigor. He envisioned a theme park that would not only display these resurrected giants but also immerse visitors in a prehistoric world, a place where education, wonder, and entertainment converged. To realize this, Hammond needed a location beyond the reach of restrictive US biotechnology regulations. He found it in Isla Nublar, a remote island off the coast of Costa Rica, which he leased to begin the secretive and monumental task of cloning dinosaurs.

Sparing no expense, Hammond assembled a team of top scientists and engineers to bring Jurassic Park to life. Central to the park's operation was an automated computer system, designed by the brilliant Dennis Nedry. This state-of-the-art system was intended to manage everything from enclosure environments to visitor tours, ensuring a seamless and safe experience. Hammond's vision for the park was grandiose: a combination of a luxury resort, a thrilling wildlife safari, and an edu-



cational journey back in time. He imagined guests walking and driving among these ancient behemoths, experiencing awe and wonder akin to what he felt watching ***The Lost World*** as a child.

Jurassic Park was to be the culmination of Hammond's lifelong pursuit of the extraordinary, a place where the boundaries of time and biology were transcended. It was a dream formed in the mind of a man entertaining children with a flea circus on Petticoat Lane.

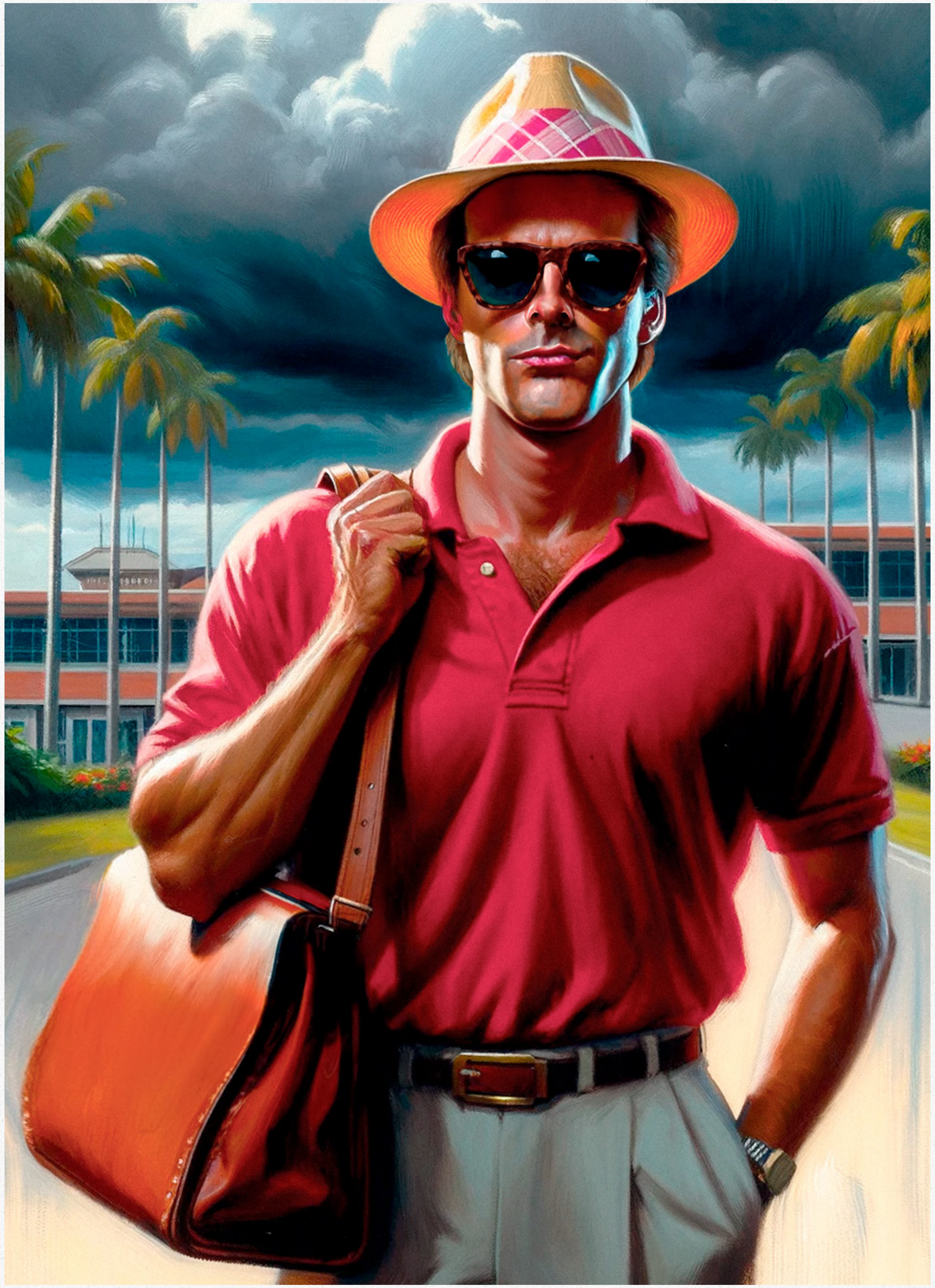
But as Hammond's dream edged closer to reality, the shadows of the biotech industry's competitive and ethically murky underbelly loomed large. Unbeknownst to the naïve Hammond, his monumental achievement had put him squarely in the crosshairs of industry rivals, particularly Biosyn and its unscrupulous head of research, Dr. Lewis Dodgson. As Jurassic Park neared completion, the stage was set for a clash of titanic proportions, where ambition, ethics, and survival would intertwine in unforeseeable ways.

## *Over the Edge*

Even within the biotech world of backstabbing, Biosyn stands out for its particularly audacious tactics. Headquartered in Cupertino, California, Biosyn has established itself in the industry through its contributions to pharmaceuticals, agriculture, and engineered organisms—nearly all reverse-engineered from other companies' innovations. Under the leadership of Dodgson, the company is notorious for pushing beyond the boundaries of ethical and regulatory norms, with several of its top leadership team directly involved with past scandals, including human gene therapy trials unsanctioned by the FDA.

Dodgson, the architect behind Biosyn's daring strategies, stands as a contentious figure. Armed with a both an MBA and a PhD in genetics, his transition from academic research to corporate power is marked by an unyielding drive for commercial triumph, often sidelining ethical and legal considerations. Despite the industry's widespread engagement in dubious practices, Dodgson's wild schemes are generally viewed as the most audacious. His tenure at Biosyn has been characterized by bold initiatives and ethical grey areas.

After receiving confirmation of InGen's breakthrough, Dodgson got to work. He identified a disgruntled employee with financial issues and access to genetic materials—Dennis Nedry. He made a substantial investment in the dissatisfied software engineer, offering him a lucrative deal to covertly smuggle viable dinosaur embryos from Jurassic Park back to the mainland. The plan centers around a Barbasol shaving cream can modified for cryogenic storage, showcasing Dodgson's ingenuity in espionage. This operation, which requires Nedry to disable Jurassic Park's security defenses, is just now being set into motion.



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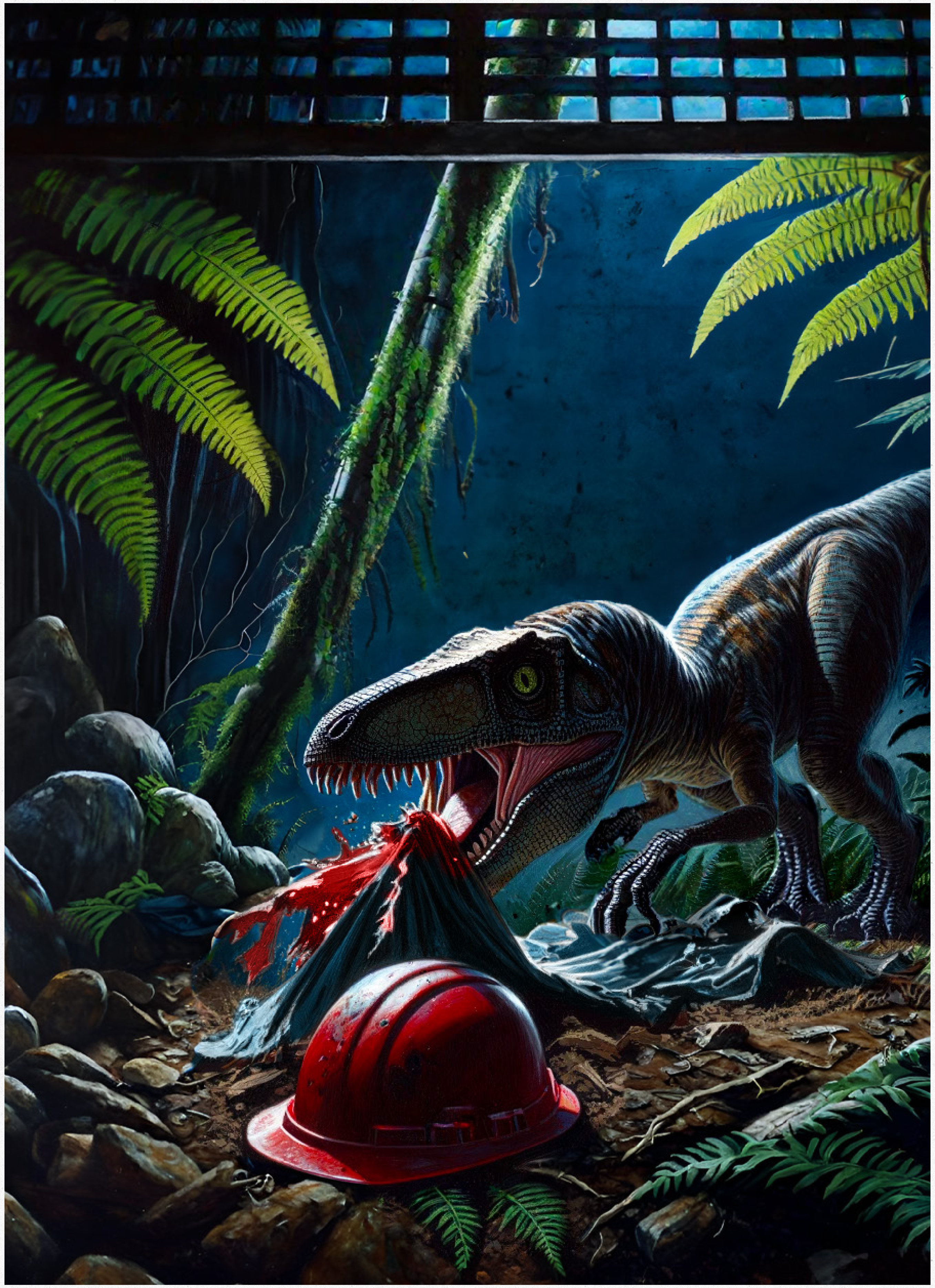
# LEGAL MATTERS



# A SETBACK

*"We can't trust Hammond any more. He's under too much pressure. He's behind schedule on his Costa Rican resort, and the investors are getting nervous. There have been too many rumors of problems down there."*

— DONALD GENNARO

## *Safety Concerns*

Just prior to these events, InGen had faced a severe setback following a tragic incident involving one of its employees. Jophery Brown, a worker responsible for the maintenance and security of the Velociraptor holding pen, met a fatal end during a routine transfer of one of these predatory dinosaurs. The alpha female raptor, known for her violent and aggressive behavior, attacked the cage during the transfer process, causing a sudden and unexpected shift that led to Brown's fall. Before any effective intervention could be made by the security team, Brown was dragged into the pen and fatally mauled by the raptor. In a necessary attempt to protect the park's secretive nature and the groundbreaking work being conducted, InGen's legal team told Brown's family that his death was the result of a earth-mover accident. This led to an unfortunate challenge in court, as Brown's family chose to file a lawsuit against InGen in response, seeking $20 million in damages for wrongful death.

This lawsuit raised serious questions about the park's ability to ensure the safety of future guests, prompting the insurance company underwriting the project to express grave concerns. This shook the confidence of key financial backers, notably the Japanese investment firm Hamachi, which had been a major contributor to the InGen's early funding. Their growing apprehension about the potential risks associated with the park led them to reconsider their financial commitment. Amidst this turmoil, InGen's law firm Cowan, Swain & Ross—with their own significant financial stake in the venture—stepped in to conduct a thorough investigation into the park's safety protocols and operational standards.

In a direct response to these challenges, InGen's General Counsel, Donald Gennaro, was tasked with leading an immediate critical on-site inspection of the island. During InGen's formative years, Gennaro had played a pivotal role in discreetly engaging with a wide array of academic consultants, including paleontologists, biologists, and ecologists. These experts, drawn from diverse academic backgrounds and unwittingly contributing to the revolutionary yet secretive project, had been instrumental in laying the groundwork for Jurassic Park, shaping its foundational strategies and knowledge base.

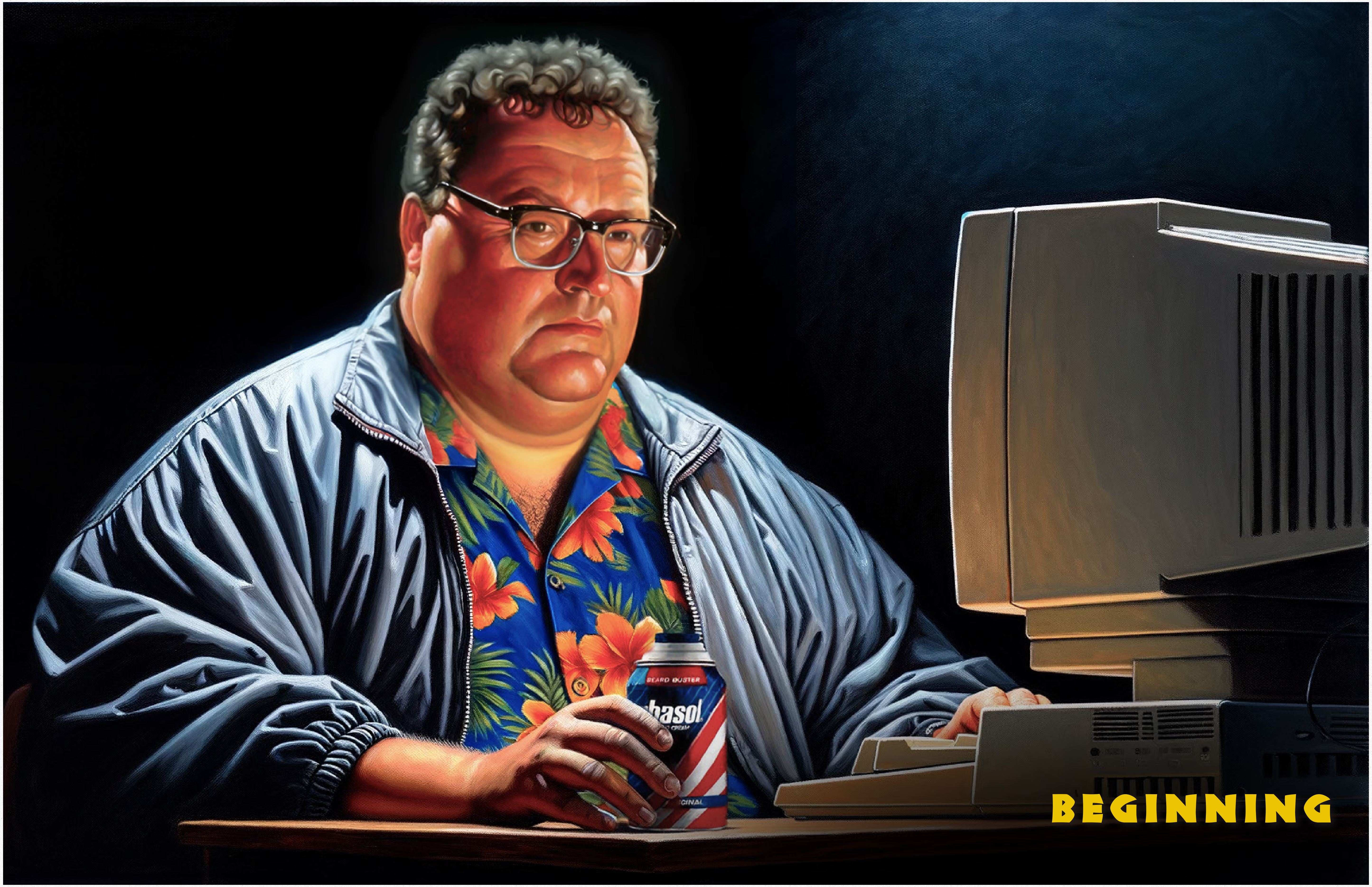
## *A Tug-of-War*

In the wake of the lawsuit and the ensuing scrutiny, the selection of consultants for the impending inspection became a strategic battleground within InGen. Donald Gennaro, acting as the pragmatic face of InGen's legal and financial interests, embarked on a mission to recruit a team of experts who could critically evaluate Jurassic Park. His focus was on those consultants who had previously offered rigorous and sometimes challenging insights into the project. Gennaro's approach was not just about thoroughness; it was a calculated effort to unearth any potential flaws or oversights in the park's operations. He personally reached out to these experts, extending offers that included not only consultation fees but also substantial support for their research and academic endeavors. Gennaro's aim was to ensure an unbiased and comprehensive review of the park, one that would address the concerns of investors and validate the project's safety and operational integrity.

Simultaneously, John Hammond, along with InGen head of Public Relations Ed Regis, pursued a different strategy. They sought to balance the scales by engaging consultants who might be more amenable to the wonder of Jurassic Park. Hammond, known for his charisma and persuasive abilities, used his passion for the project to appeal to the consultants' sense of awe and professional ambition. He and Regis met with potential candidates, offering them not just financial incentives, but the chance to be part of a historic scientific venture. They promised exclusive opportunities for pioneering research in a controlled, career-making environment. This approach aimed to showcase the park as a marvel of scientific and technological advancement, hoping to sway the overall assessment towards a more favorable outcome.

This battle underscores the stakes of the inspection. The consultants find themselves in the midst of a corporate chess game, with billions of dollars, the reputation of InGen, and the future of a potentially revolutionary scientific endeavor hanging in the balance. Their evaluations and opinions were poised to not only shape the destiny of Jurassic Park but also influence the trajectory of the biotechnology industry at large. As the date of the inspection drew nearer, the tension between the two sides heightened, setting the stage for a pivotal moment in the history of the park. This critical evaluation, carried out by the original consultants, would ultimately determine the fate of this ambitious project.

As the inspection day neared, the chosen experts, transitioning from consultants to guests, readied for an unprecedented journey into Jurassic Park. This tour, more than a mere evaluation, promised an immersive experience into a world where prehistoric marvels have come to life. Their assessments will be crucial, potentially shaping the future of biotechnology and redefining humanity's relationship with nature and the ancient past.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# BEGINNING

# GAMEPLAY

*"Let's get something straight, John, this is not a weekend excursion, this is a serious investigation of the stability of the island. Your investors, whom I represent, are deeply concerned. And 48 hours from now, if they're not convinced, I'm not convinced. I'll shut you down, John."*

— DONALD GENNARO

## *June 11, 1993*

On the morning of the inspection, Gennaro and his team of hand-picked consultants arrived on Isla Nublar. As they embarked on the inaugural tour of Jurassic Park, filled with awe and wonder at Hammond's incredible dream come to life, Nedry took the opportunity to set his plan into motion. His scheme involved disabling the park's intricate security systems to discreetly access the highly secured embryo storage.

This act of subterfuge was designed to appear as a system glitch, a subtle yet effective means to mask Nedry's true intentions. Timing was critical; the system shutdown was synchronized with Nedry's planned journey to the East Dock, where a boat awaited to whisk the samples from the island precisely at 7:00 PM. Nedry had an 18 minute opportunity window to leave his higher-ups none the wiser as to the true nature of this glitch.

While Hammond and the other senior staff were preoccupied with monitoring the tour, Nedry covertly activated a back-door he had embedded in the park's security software—the "White Rabbit" object. This allowed him to bypass various security protocols to aid in his journey to and from the East Dock.

Amidst the brewing storm, Nedry made his way to the cryo-freeze room and placed the stolen dinosaur embryos inside a specially designed, temperature-controlled container disguised as a shaving cream canister which he had received from Dodgson. He made his way down to the Visitor Center basement and secured a Jeep Wrangler, driving out into the park using maintenance roads which cut through several dinosaur paddocks. The worsening storm, however, created perilous driving conditions for Nedry, and along the way he found himself helplessly turned around and lost.

Meanwhile at the Visitor Center's Control Room, a sense of unease began to grip Hammond, chief engineer Ray Arnold, and game warden Robert Muldoon. Despite Nedry's assurances that his debugging program was strictly routine, vital systems across the park had begun to fail. The men saw that phone lines had gone dead, security cameras had shut off, and, most critically, the electrified fences that kept the dinosaurs contained had powered down. The result was immediate and chaotic: dinosaurs, including the formidable Tyrannosaurus-Rex and the sly Velociraptor pack, were free to roam the island without the barriers that had previously confined them. Now, after the electric tracks for the Park Drive vehicles have ceased to function, the park, a marvel of scientific achievement, teeters on the brink of disaster...

## Hold On to Your Butts

Gameplay begins directly following these events. To get started, the Game Warden or player group must first choose a scenario to play through. Scenarios serve as the backbone of every adventure, providing a set of initial circumstances that places characters in the midst of the park's chaos, setting the stage for their journey through survival, discovery, and confrontation. It dictates the starting location, the characters involved, their equipment, and the objectives they must achieve.

While the game materials are provided in resolutions which allow players to print their own physical copy of the game, it is likely that most players will not want to incur personal costs in doing so and will instead use digital versions of the materials during play.

To get ready for play, players with physical copies should first create decks for each card type, including Item Cards, Vehicle Cards, Character Cards, and more. Players should lay out the gameplay map and each player should receive a Character Sheet which they will need to fill out (see Character Creation).

If playing digitally, a random number generator may be helpful to allow players to "draw" cards from the appropriate decks at random.

If opting for a pre-made scenario from the following pages, review its specific requirements regarding characters, location, and starting items. For custom scenarios, begin with a brainstorming session to decide on these elements collectively. Each scenario requires a careful selection of initial conditions, from the individuals participating in the adventure, whether they're iconic characters from the franchise or entirely new creations by the players themselves, to the starting location.

Once the location is determined, place the group's marker on the map on the appropriate hex. Item Cards and Vehicle Cards should then be selected based on the scenario's starting conditions. These provide the characters with the equipment, weapons, and transportation they'll need to navigate the island's dangers. The choice of items can significantly affect the gameplay, offering advantages or presenting new challenges depending on the scenario's requirements.

Finally, set clear objectives for the characters to achieve. While the primary goal is simply the survival of each party member, additional goals may also be set to extend or deepen the gameplay. These goals can range from sabotage to rescue to exploration and more. Objectives give players a purpose and drive the narrative forward, ensuring that each session is filled with tension, excitement, and the thrill of the unknown.

## Film Scenarios

The following three scenarios are drawn directly from the *Jurassic Park* film, with some minor liberties taken to create more compelling gameplay. These scenarios offer a great opportunity to familiarize a group of new players with the basics of *Edge of Chaos* in an environment they recognize with familiar geographical landmarks as seen in the film. They allow players to start the game under the same conditions as the protagonists they already know and love, then take the narrative in new and unexpected directions as soon as the first Chaos Card is drawn—answering the key enigmatic question of "What if?"

### THE CARETAKER

Dr. Ellie Sattler, a dedicated paleobotanist, and Gerry Harding, the park's chief veterinarian, find themselves in Paddock 3, tending to a mysteriously ill Triceratops. Ellie's keen observations lead her to suspect the West Indian Lilac as the culprit, a theory that aligns with the Triceratops' unusual sickness pattern. As they delve deeper into this medical puzzle, the ominous crackle of Harding's walkie-talkie heralds the approach of a tropical storm. The sky darkens ominously, signaling the onset of torrential rain, adding urgency to their quest to unravel the mystery and ensure the safety of the ailing dinosaur.

**Location**

Start in Paddock 3, in the middle of a grassy field.

**Characters**

Ellie and Harding stand next to a sick Triceratops, with Harding's gas-powered Jeep Wrangler next to them.

**Equipment**

Draw a Dart Pistol, Tranquilizer Darts, Medical Kit, Keyring, and Flashlight.

## THE ECCENTRIC

As the tropical storm intensifies over Isla Nublar, the electric Ford Explorer carrying Dr. Alan Grant and Dr. Ian Malcolm comes to a sudden halt. The once electrified track powering their journey through Jurassic Park falls silent, plunging them into an eerie stillness, broken only by the relentless downpour outside. Dr. Grant, a pragmatic paleontologist with a deep connection to the prehistoric past, finds himself in an uncomfortable alliance with the flamboyant mathematician Dr. Malcolm, known for his critical views on InGen's ambitious project and his unsettling charm towards Grant's partner, Ellie.

**Location**

Roll a D6 to determine your starting paddock. The party is sitting in an electric Ford Explorer in the middle of the paddock.

**Characters**

Dr. Alan Grant and Dr. Ian Malcolm. If players encounter another Ford Explorer, they must draw 3 random Character Cards from the Character Deck to create a novel group of guests in the other car.

**Equipment**

Draw a Flare, Flask, and Flashlight.

## THE BABYSITTER

In an electric Ford Explorer, Donald Gennaro, InGen's anxious and self-interested lawyer, finds himself in an uncomfortable role as the reluctant guardian of John Hammond's grandchildren, Tim and Lex Murphy. Tim, the younger and dinosaur-enthused brother, clashes playfully with his tech-savvy older sister, Lex, their sibling rivalry a constant challenge for Gennaro. His attempts to maintain order and his own sanity are abruptly interrupted as the vehicle's power dies, leaving them stranded amidst the relentless downpour, heightening Gennaro's apprehension about the unfolding chaos in Jurassic Park.

**Location**

Roll a D6 to determine your starting paddock. The party is sitting in an electric Ford Explorer in the middle of the paddock.

**Characters**

Tim Murphy, Lex Murphy, and Donald Gennaro. If players encounter another Ford Explorer, they must draw 3 random Character Cards from the Character Deck.

**Equipment**

Draw Night Vision Goggles, a Brochure, and Food.

JURASSIC PARK

## *New Scenarios*

The following scenarios are inventions of *Edge of Chaos*, extrapolating compelling situations from the books, games, and other ancillary material which could possibly coexist alongside the events depicted in the film. These scenarios are intended to explore different aspects of the world of *Jurassic Park* than what we saw in the film, while staying true to the spirit of the film and the book.

The breadth of these scenarios is intended to show the wide spectrum of story options that are available to players within the game. Some scenarios involve characters which were cut during adaptation from page to screen, such as Bob Morris from the EPA, or Alice Levin from the Tropical Diseases Laboratory, or Ed Regis, Head of Jurassic Park PR. The stories of these characters have been modified to allow aspects of these scenarios play out on the island at the same time as the events depicted in the film.

Other scenarios take aspects of the lore which haven't been fully explored in canon and extrapolate them out into storylines which could plausibly take place at the same time as the Isla Nublar Incident. These scenarios, such as exploring the notion of dinosaurs as incomplete beta software, give players the ability to define how different aspects of park operations and worldbuilding play out.

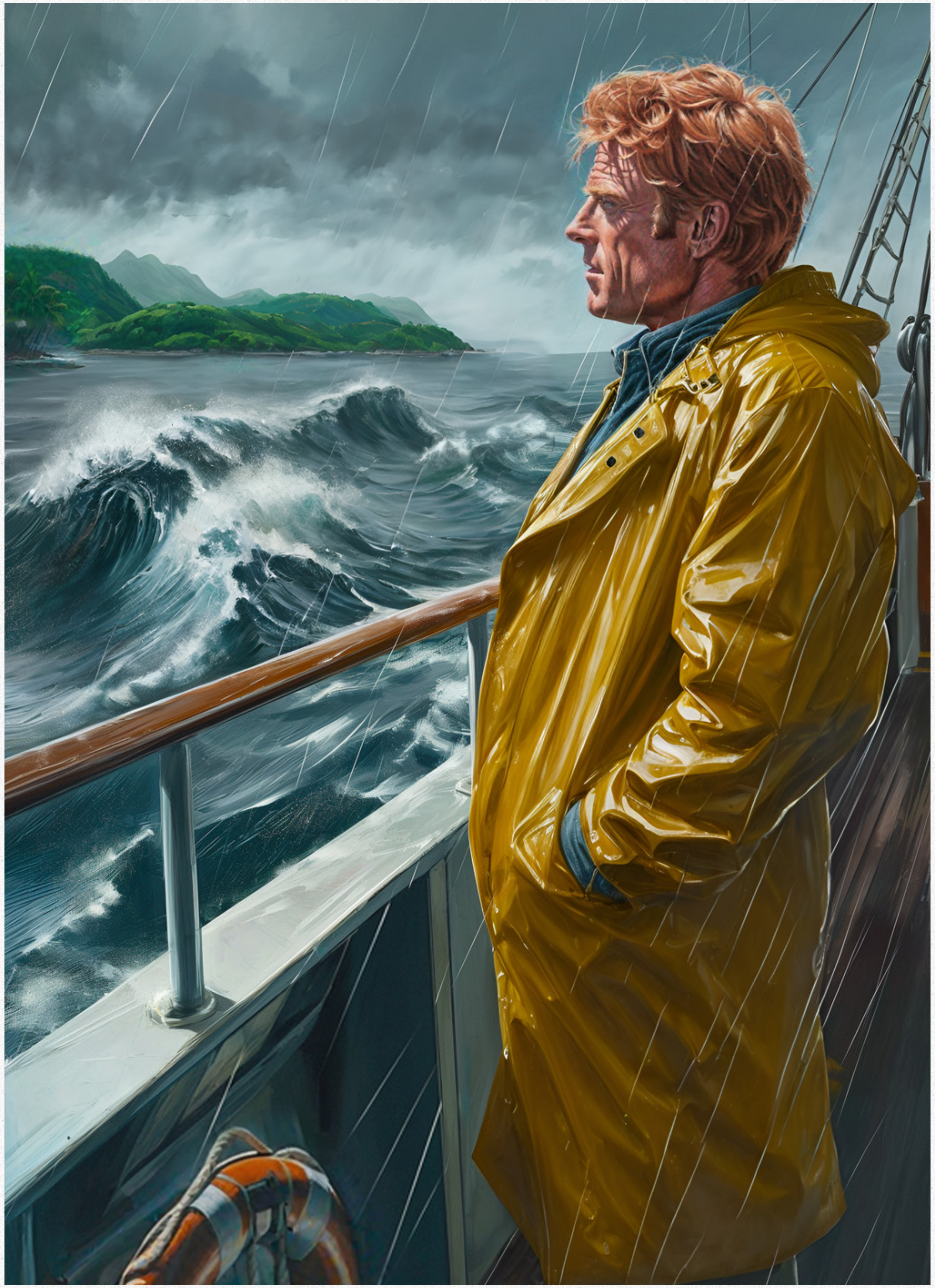
## PUBLIC RELATIONS

Ed Regis, head of Public Relations for Jurassic Park, finds himself in a predicament as a delayed flight forces him to escort a second group of consultants via a passenger ship to Isla Nublar. With a tropical storm brewing, their journey takes an unexpected turn, leading them to land at the East Dock. As they shuttle to the Aviary, the storm intensifies and the bus gets stuck in the mud, plunging them into darkness as the power is cut. Regis, tasked with ensuring the guests' safety, now faces the challenge of navigating the storm-hit park, where the once-controlled environment has turned unpredictable and perilous.

**Location**
The Party begins within the unfinished Aviary in Paddock 7.

**Characters**
Ed Regis and 2+ other guest characters. These may be drawn at random from the Character Deck, or players may create their own characters.

**Equipment**
Draw 2 items for each character.



## TABLOID JOURNALISM

Dick Kulpa, a journalist for the outlandish tabloid The Weekly Weird News, embarks on a journey to uncover the truth behind rumors of a lost world of dinosaurs on a remote island near Costa Rica. Skeptical yet intrigued by the sizable budget provided by his editors, Kulpa, accustomed to writing sensational stories, sees this as just another wild goose chase. However, his curiosity is piqued enough to take a local fishing boat to Isla Nublar. As the tropical storm looms, Kulpa and his companions land at the North Dock, stepping into a world far beyond the ordinary, where prehistoric secrets and modern myths collide.

**Location**
The North Dock.

**Characters**
Dick Kulpa and 2+ other stowaway characters. These may be drawn at random from the Character Deck, or players may create their own characters.

**Equipment**
Draw 2 items for each character.

## ANCIENT BOTANY

Following enigmatic samples of purportedly-extinct pollen collected in Central America, Dr. Lily Chen, an esteemed botanist with a passion for prehistoric plant life, is led to the mysterious Isla Nublar, where her botanical survey takes an astonishing turn. Amidst the lush, ancient flora, Dr. Chen uncovers a hidden world beyond imagination: a park teeming with living, breathing dinosaurs, resurrected from extinction. As she navigates this surreal landscape, her quest for knowledge transforms into a fight for survival, challenging her scientific curiosity and her will to endure the dangers of a land lost in time.

**Location**
The Herbivore Feeding Compound.

**Characters**
Lily Chen and 2+ other stowaway characters. These may be drawn at random from the Character Deck, or players may create their own characters.

**Equipment**
Draw 2 items for each character.

## LIFE FOUND A WAY

In the shadow of an impending tropical storm, Maria Sanchez, a diligent maintenance worker, finds herself in a race against time and nature. Opting for a shortcut through an abandoned steam tunnel to catch the last shuttle off Isla Nublar, Maria's escape plan takes a terrifying turn. She uncovers a hidden nest of Velociraptors, revealing a shocking truth that contradicts InGen's claims: the dinosaurs are breeding. Faced with this alarming discovery, Maria's fight for survival begins as she evades the raptors' pursuit, only to emerge near the geothermal power plant, stranded with danger lurking in the shadows.

**Location**

The Geothermal Power Plant.

**Characters**

A player should create a custom character for Maria Sanchez.

**Equipment**

Draw 2 items.

## BETA SOFTWARE

As Jurassic Park braces for a tropical storm, Dr. Henry Wu, the park's chief geneticist, faces an urgent call to the Stegosaurus Pen. The v0.7 batch of Stegosaurus, recently transferred from Site B to Isla Nublar, has shown erratic and aggressive behavior, raising concerns about their interaction with guests. Despite the scientists' warnings, these iconic dinosaurs were moved to a holding pen on the island at Hammond's insistence. Now, with the storm escalating and the park in disarray, Wu, accompanied by two InGen employees, rushes to address the emergency, unaware of the nature of the challenges that await.

**Location**

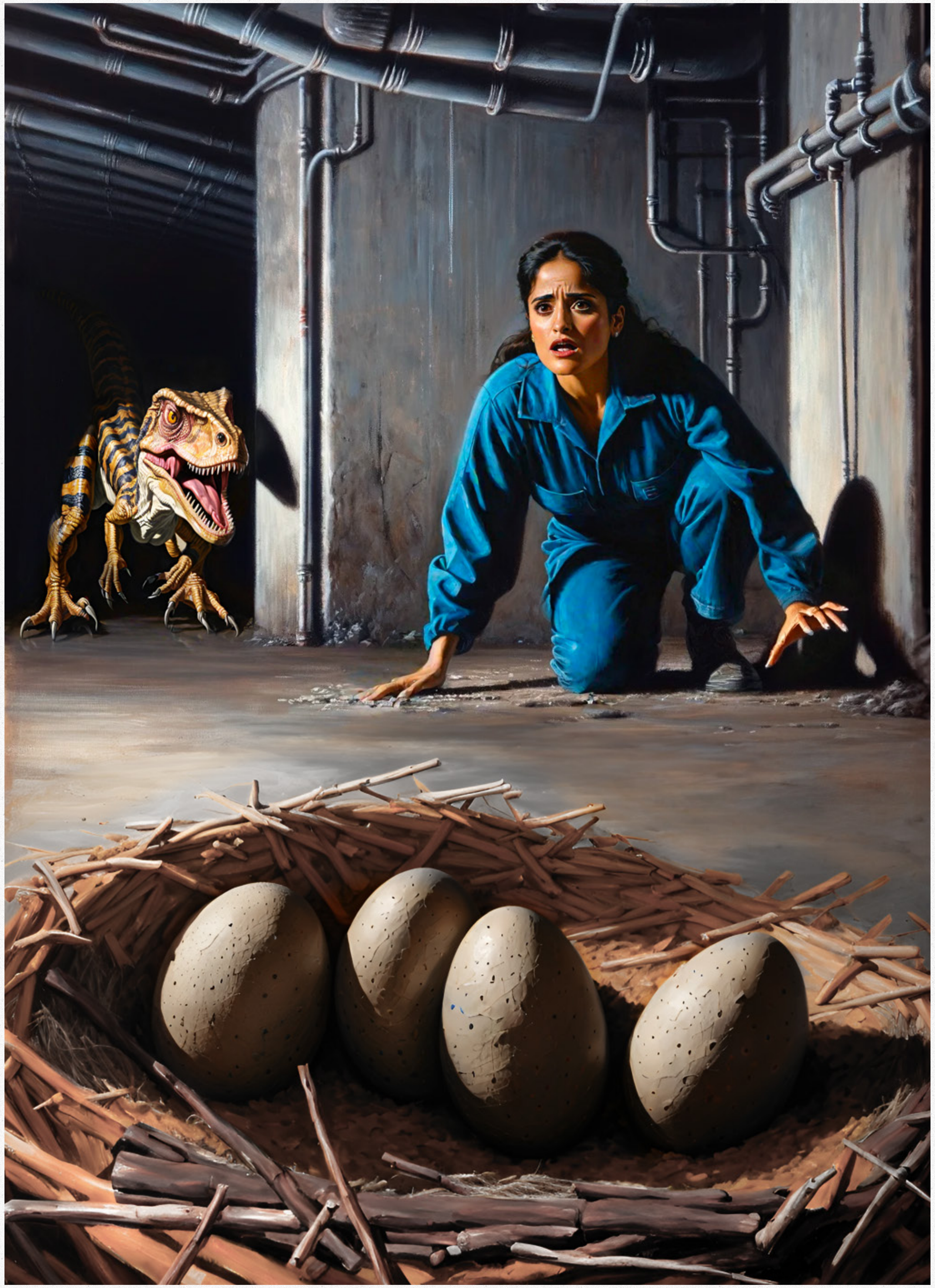
A random red hex outside of the paddocks.

**Characters**

Dr. Wu and 2 InGen employees. These may be drawn at random from a deck of Employee Character Cards, or players may create their own characters.

**Equipment**

Draw 2 items for each character.



# MILITARY OPERATION

Captain Luis Mendoza leads a covert military operation sanctioned by the Costa Rican government in response to bizarre creature sightings on Isla Nublar. Tasked with a reconnaissance mission shrouded in secrecy, Mendoza and his elite unit stealthily land on the island amidst the raging storm. Their objective: to gather critical intelligence on InGen's enigmatic activities, navigating the perilous terrain and untamed wilderness of the island. As they delve deeper into Jurassic Park's mysteries, the soldiers brace themselves for encounters far beyond their training and expectations.

**Location**
A random beach tile on the Northwest side of the island.

**Characters**
Luis Mendoza and 2+ other military characters which players create.

**Equipment**
Draw 2 items and 1 weapon for each character.

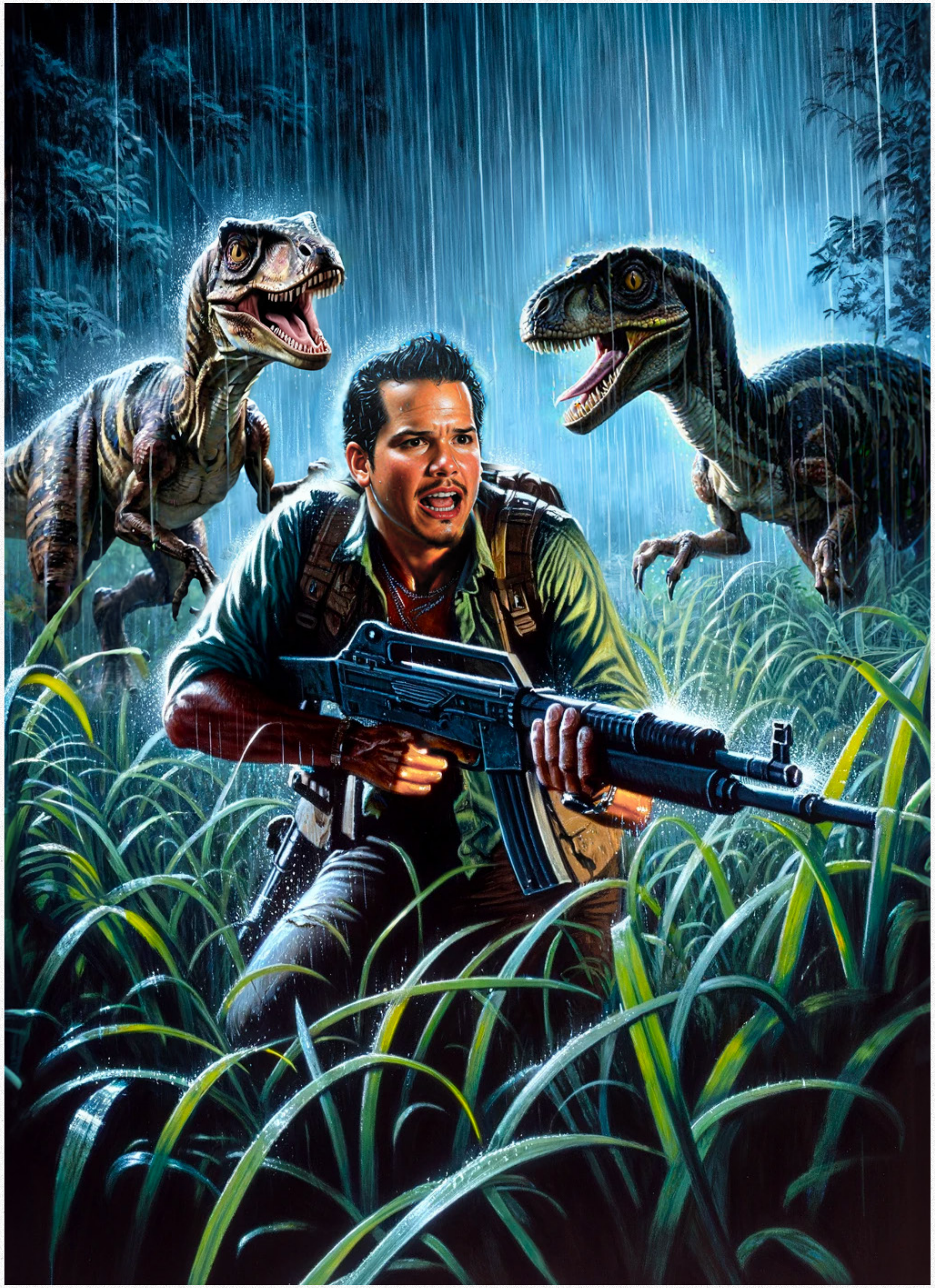
# ABERRANT FORMS

Marty Guitierrez, a Yale field biologist, is drawn into a mysterious investigation following reports of unusual lizard bites in Costa Rica from animals which do not fit within the current animal kingdom. His initial findings lead him to a small port town, where he uncovers a trail of Americans traveling to an enigmatic destination. Driven by curiosity, Guitierrez boards the SS Anne B, setting sail towards Isla Nublar. Unbeknownst to him, this journey will plunge him into the heart of Jurassic Park's hidden world, where prehistoric secrets and modern dilemmas intertwine in the shadow of the island's resurrected giants.

**Location**
The East Dock on the East side of the island.

**Characters**
Marty Guitierrez and 2+ other stowaway characters. These may be drawn at random from the Character Deck, or players may create their own characters.

**Equipment**
Draw 2 items for each character.



## EPA VIOLATIONS

Bob Morris, a young investigator from the EPA, embarks on a covert mission to Isla Nublar after uncovering evidence of InGen's unauthorized genetic experiments. Determined to expose John Hammond's illicit activities, Morris finds himself stonewalled at every turn. His investigation, fueled by a relentless drive to uncover the truth, leads him to bribe his way onto a cargo plane bound for the island. As the plane unloads its supplies and takes back off, Morris and the other stowaways on the plane find themselves stranded on an island they know little about—and with people they know even less about.

**Location**

The Airstrip on the West side of the island.

**Characters**

Bob Morris and 2+ other stowaway characters. These may be drawn at random from the Character Deck, or may create their own characters.

**Equipment**

Draw 2 items for each character.

## ANIMAL CARE

Dr. Laura Kim and Dr. Raj Patel, compassionate veterinarians, embark on a mission to protect Jurassic Park's vulnerable herbivores. With the park's security systems compromised, they fear the unleashed carnivores pose an imminent threat to the gentle giants they've sworn to protect. Equipped with their Mobile Veterinary Clinic, loaded with tranquilizer rifles, medical supplies, and electrified nets, they set out into the storm. Their journey is not just a professional duty but a heartfelt endeavor to safeguard the dinosaurs they deeply care for, as they navigate the treacherous, rain-soaked paths of the park.

**Location**

A service gate to a random paddock.

**Characters**

Players should create custom characters for Laura Kim and Raj Patel.

**Equipment**

Draw 2 items for each character.

## Custom Scenarios

Creating custom scenarios in is an opportunity for Game Wardens and players to craft their unique adventures within the thrilling and unpredictable world of Isla Nublar. This process not only allows for the exploration of the "What Ifs" of the *Jurassic Park* universe but also provides a platform for imaginative storytelling and strategic gameplay. By designing custom scenarios, participants can delve deeper into the rich lore of the franchise, bringing to life new tales of survival, discovery, and confrontation.

**Crafting a Compelling Backstory**
Begin by envisioning a unique and engaging backstory that fits within the *Jurassic Park* universe. This could involve new characters arriving on Isla Nublar, existing characters facing unforeseen challenges, or even exploring untold stories parallel to the events of the film. Consider incorporating elements such as corporate espionage, scientific discovery, survival adventures, or rescue missions. The backstory should set the stage for the scenario, providing context and motivation for the characters' actions.

**Selecting Characters**
Choose a set of characters for your scenario. These can be existing characters from the *Jurassic Park* universe or entirely new characters created by the Game Warden or the players. Each character should have a distinct role and personality that contributes to the dynamics of the scenario. Think about how their skills, backgrounds, and motivations will interact with the challenges they'll face.

**Determining the Starting Location**
Decide on a starting location that aligns with your scenario's backstory. Isla Nublar offers diverse environments like dense jungles, open plains, visitor facilities, and more. The chosen location should not only be thematically appropriate but also offer interesting opportunities for exploration, encounters, and plot development.

**Assigning Starting Items**
Equip your characters with a set of starting items that are relevant to the scenario. These could range from survival gear and medical supplies to specialized equipment like night vision goggles or tranquilizer guns. Consider the challenges your characters might face and provide them with items that could aid in their survival, mission accomplishment, or add interesting elements to the gameplay.

**Setting Goals**
While the primary goal in most scenarios is survival and reaching safety, consider adding specific objectives for individual characters or the entire group. Goals can vary widely, from rescuing stranded characters, gathering evidence of InGen's activities, protecting certain dinosaurs, or sabotaging park operations. These goals should add depth to the scenario, driving the narrative forward and providing players with clear objectives to work towards.

JOHN HAMMOND
FOUND… D CEO

…rking tirelessly on a project that,
…venture, borne out of bold
…henomena that have long been

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Yours sincerely,

John Hammond
CEO and Founder
International Genetics Techno…

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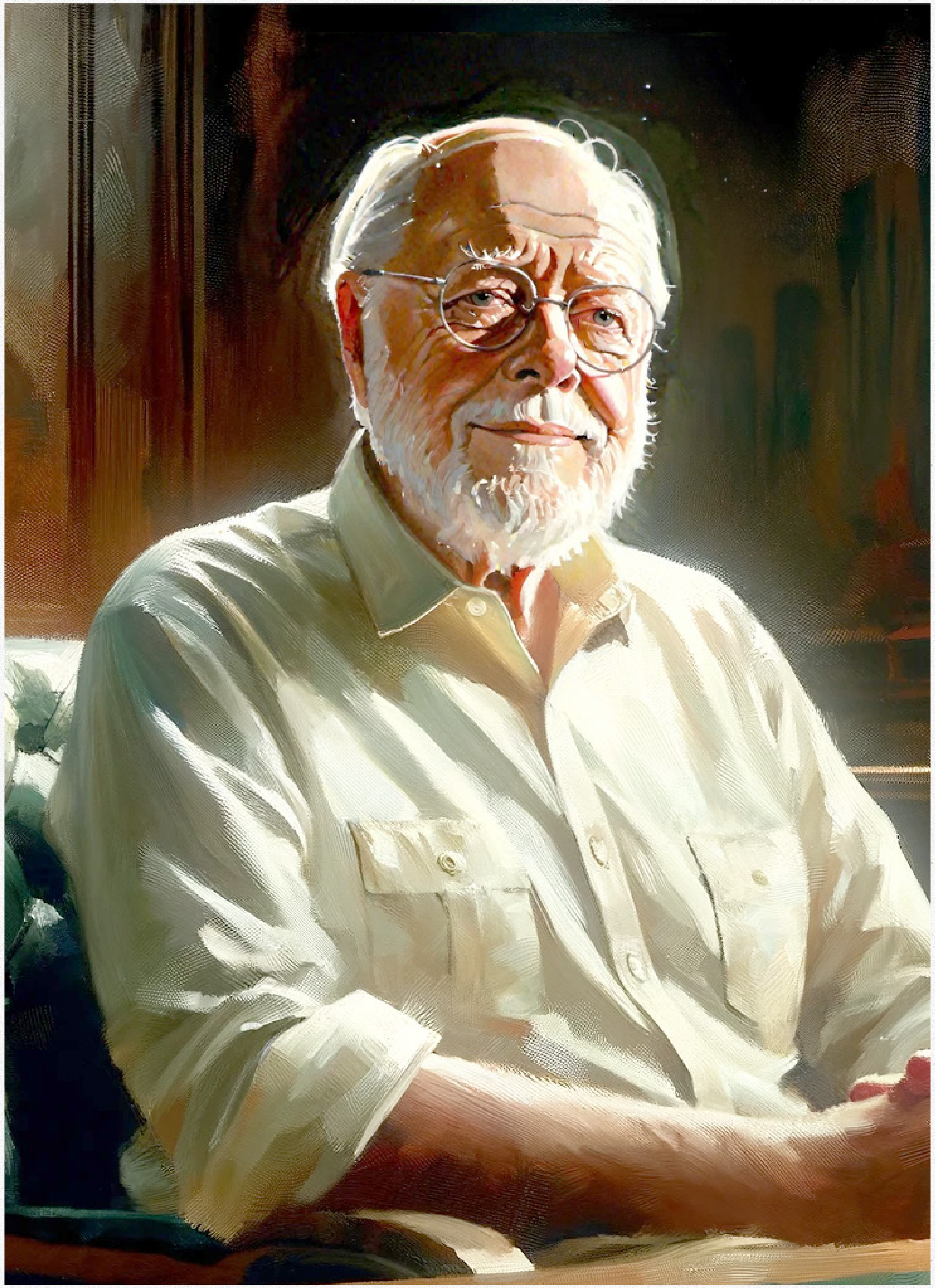
# CHARACTERS



# GOOD GROUP

*"He was planning a museum for children, and he wanted to feature baby dinosaurs. He said he was hiring a number of academic consultants, and named them. There were paleontologists like me, and a mathematician from Texas named Ian Malcolm, and a couple of ecologists. A systems analyst. Good group."*

— ALAN GRANT

## *Character Types*

Characters in the game include consultants, experts in various scientific fields who provide specialized knowledge and critical perspectives on the park's operations; civilians, who range from unsuspecting visitors to family members of key personnel; and employees, from engineers and scientists to public relations specialists and security personnel, all integral to the park's day-to-day functioning. Additionally, the game features characters with hidden agendas, such as corporate spies seeking to pilfer secrets or sabotage operations, and government agents investigating potential legal and ethical breaches.

Each character type offers players diverse role-playing opportunities, whether they choose to embody these roles or interact with them, creating a dynamic and unpredictable environment that captures the essence of the Jurassic Park universe. While most characters are available for players to choose at the beginning of each scenario, there are some exceptions for characters who have specific roles in later stages of the game. At the outset of the game, Ray Arnold and Robert Muldoon are not playable characters and players should set aside their Character Cards until otherwise instructed.

## *Consultants*

In the nascent stages of Jurassic Park's development, the task of orchestrating a cadre of specialized consultants fell to Donald Gennaro, InGen's shrewd General Counsel. Tasked with bridging the gap between groundbreaking scientific ambition and pragmatic corporate needs, Gennaro navigated the complexities of engaging experts from diverse fields under a veil of secrecy. These consultants, bound by stringent non-disclosure agreements, were kept largely in the dark about InGen's ultimate goals. Their contributions, manifested in commissioned papers and research, were pivotal in shaping various aspects of Jurassic Park, from its structural design to the intricate animal care plans. The consultants, a spectrum of professionals ranging from paleontologists and paleobotanists to mathematicians and ecologists and geologists, were instrumental in laying the foundation of the park.

Upon arrival at the island, each consultant's levels of awareness about the park's true nature varies. Some are completely unaware of the extent to which their theoretical work had been actualized, while others have been engaged in the project more directly but remained oblivious to the staggering reality of what their contributions have helped create. In selecting a group of experts to sign off on the park's safety, InGen turned to these consultants to create a tour group of objective outsiders—knowing that secrecy was already assured due to the strict NDAs they had signed years before. Key consultants include:

**Alan Grant**
A world-renowned American paleontologist, Alan Grant is celebrated for his groundbreaking work on Velociraptors and duck-billed dinosaurs, particularly in Montana. His research, focusing on communal nesting behaviors and maternal instincts, has earned him international acclaim. Grant's expertise in juvenile dinosaur diets led to a pivotal consulting role with InGen for Jurassic Park, contributing to his paper "Dietary Insights in Juvenile Dinosaurs." While Grant's contributions were essential in InGen developing nutrition programs in the project's early phases, Grant never suspected the true nature of InGen's interest. Grant's passion for dinosaurs is evident in his publications, including his popular book *Dinosaur Detectives*. He has a discomfort with modern technology and children—his primary demographic. Grant combines a deep curiosity for the natural world with a practical, action-oriented approach, valuing instinct and outdoor skills.

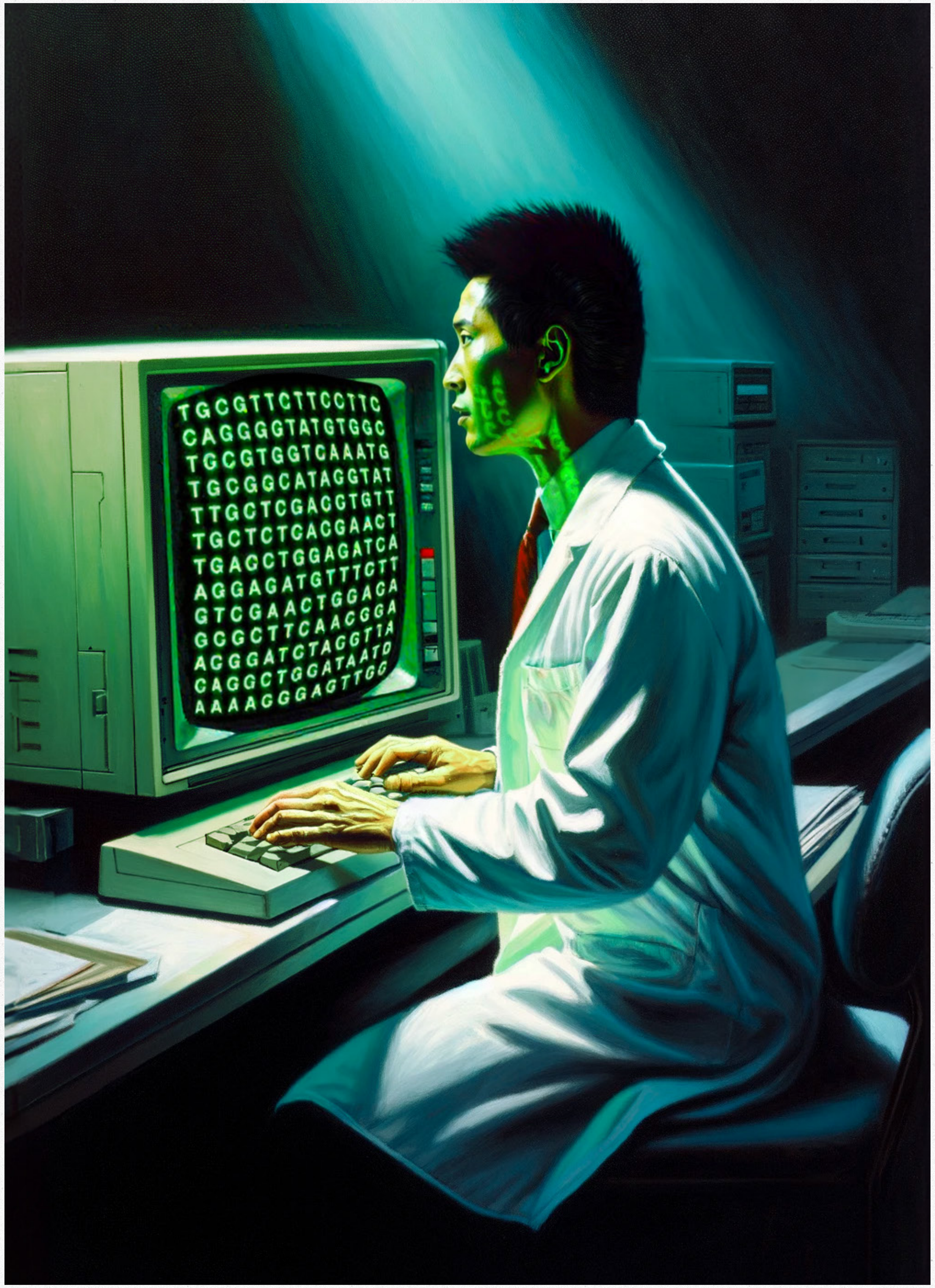
**Ellie Sattler**
Ellen "Ellie" Sattler, a distinguished paleobotanist from Montana State University, specializes in Cretaceous plant life and its impact on dinosaur diets. Her paper "Cretaceous Flora and Dinosaur Diets," was instrumental in shaping the dietary strategies for herbivorous dinosaurs in Jurassic Park. In a romantic relationship with fellow paleontologist Alan Grant, Ellie contributes significantly to their joint fieldwork, complementing Grant's focus on dinosaurs with her expertise in ancient ecosystems and plant analysis. Known for her nurturing nature, Ellie is also recognized for her intelligence, athleticism, and ability to remain calm and pragmatic in crises. Her keen observational skills and direct approach enable her to address overlooked details and navigate professional challenges, making her an invaluable asset in both academic and field settings.

**Ian Malcolm**
Renowned for his work on complex systems and their inherent instability, Malcolm is a University of Texas mathematics professor specializing in the burgeoning field of chaos theory. Hired by InGen in the 1980s to model Jurassic Park's systems, his predictions of inevitable failure led to his invitation as an independent consultant by Donald Gennaro. Malcolm's critical perspective, characterized by a blend of dark humor and philosophical cynicism, often clashes with authority figures. Dressed distinctively in all-black, he serves as a principled skeptic, emphasizing the dangers of unchecked scientific advancement, particularly in genetics, when ambition overrides morality. His paper for InGen, "Inherent Instability in Complex Biological Systems," critiqued Jurassic Park's complexity, highlighting the park's deviation from the 'edge of chaos' and its potential to escape control.

## *InGen Employees*

InGen was founded in 1975 by John Hammond in Palo Alto, California. It emerged from a bold imagination and an unwavering vision, pioneering innovative research into the field of extracting ancient DNA from amber—making the impossible possible. Despite early setbacks, including the loss of key scientist Dr. Norman Atherton, InGen, with significant Japanese investment, achieved groundbreaking success, including cloning the first dinosaur in 1986 on Isla Sorna. This led to the development of Jurassic Park on tourist-friendly Isla Nublar, a revolutionary theme park showcasing living dinosaurs, embodying InGen's cutting-edge genetic engineering and challenging the boundaries of science. InGen's team, from marketing executives to scientists, engineers, veterinarians, security, and maintenance crews, collaboratively ensures Jurassic Park's operation, animal well-being, and visitor safety. Their expertise and dedication make the park a marvel of science, engineering, and human ingenuity. Key InGen employees include:

**John Hammond**
John Parker Alfred Hammond, born in Edinburgh, Scotland, in 1913, is a visionary entrepreneur and the driving force behind the revolutionary Jurassic Park. Known for his boundless imagination and keen business acumen, Hammond began his career as a children's entertainer in London, then opened a safari park in Nairobi, Kenya. Hammond eventually transformed his childhood fascination with dinosaurs into a groundbreaking venture, founding InGen in 1975 and spearheading the ambitious project of cloning dinosaurs, blending his love for the natural world with cutting-edge genetic science. His charismatic leadership and flair for showmanship secured substantial investment, turning his dream into a reality. Despite challenges, including ethical debates and practical hurdles, Hammond's unwavering dedication to his vision led to the creation of Jurassic Park, a testament to his belief in the power of science to resurrect the wonders of the prehistoric past.



**Henry Wu**

InGen's Chief Geneticist and a protégé of the late Dr. Norman Atherton, Henry Wu is a leading figure in the groundbreaking field of de-extinction. Recruited by John Hammond during his graduate studies at Stanford, Wu played a pivotal role in cloning dinosaurs from DNA extracted from ancient amber. Known for his commanding leadership and expertise in genetics, Wu is driven and somewhat arrogant about his achievements. He views the Jurassic Park dinosaurs not as animals but as genetic 'software' needing updates, focusing more on meeting guest expectations than on authenticity. Despite his significant contributions, Wu is privately frustrated by the limitations on sharing his work with the academic world, feeling this secrecy hinders his professional recognition and career advancement.

**Ed Regis**

Ed Regis, the head of Public Relations for Jurassic Park, is a seasoned professional in managing InGen's public image, tasked with the challenging role of presenting the park to its first visitors. Outwardly cheerful and personable, Regis is known for his tall stature, fun Hawaiian shirts, and deep, resonant voice, making him an ideal company spokesperson. Despite his external charm, he harbors private frustrations about showcasing the park in its unfinished state, particularly skeptical about the consultant tour which he views as premature and potentially damaging. His concerns stem from the need to constantly engage in damage control over various unpolished aspects of the park. As the guest liaison and the face of hospitality, Regis finds himself in a predicament, balancing his professional duties of ramping up marketing and guest services for the park's upcoming opening with his personal apprehensions about the readiness and safety of the ambitious project.

**Ray Arnold**

John "Ray" Arnold, Jurassic Park's chief engineer, is a seasoned professional with a background in US defense technology and experience with amusement park rides at Disney World. Known for his gruff, no-nonsense demeanor and wry humor, Arnold is constantly under pressure, managing the park's complex technological and infrastructural systems. A chain-smoker often seen with coffee, he bears the visible stress of his role. Arnold's responsibilities include overseeing the park's physical and digital security, computers, communications, and automation infrastructure. Despite his expertise, he is frustrated by the glitches in Nedry's system and the challenges in controlling the park's dinosaurs, reflecting his deep understanding of the park's sophisticated yet imperfect technology.

**Robert Muldoon**

Robert Muldoon, Jurassic Park's seasoned game warden, brings years of experience as a hunter and wildlife specialist from East Africa. Recruited by InGen for his expertise in capturing and controlling large, dangerous species, Muldoon is known for his gruff demeanor and prioritization of safety, often at odds with park management. He advocates for stringent security measures to manage the park's dinosaurs. Despite his embittered attitude and occasional alcohol overuse, Muldoon's deep understanding of animal behavior and weaponry makes him a crucial asset during crises, often predicting major issues that are unfortunately ignored. In emergencies, his instincts focus on evacuating survivors, demonstrating his capability and leadership in the face of danger.

**Dennis Nedry**

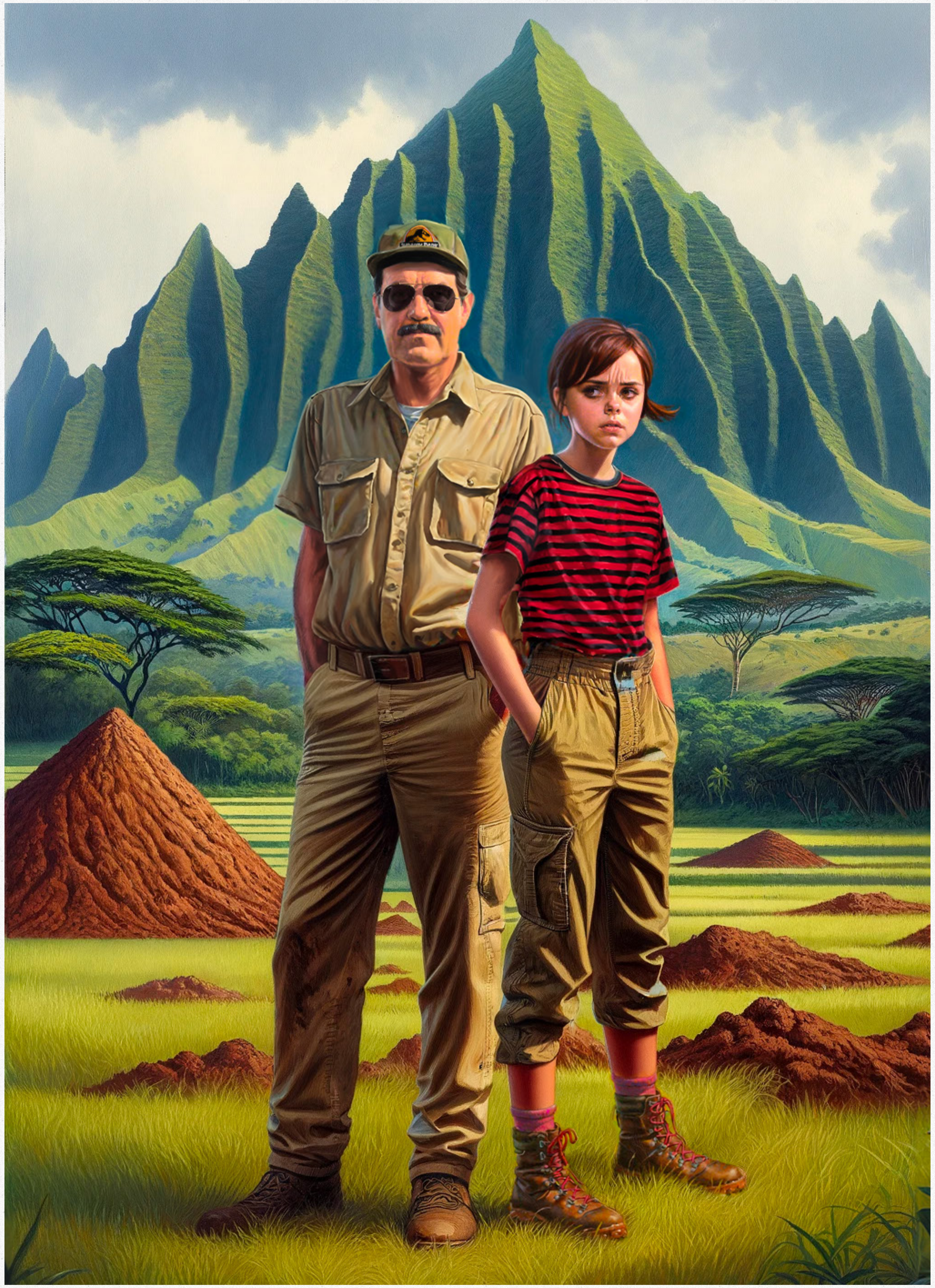
Dennis Nedry, an MIT graduate, was recognized early in his career for his exceptional skills in coding complex systems. Despite his technical brilliance, Nedry's career was hindered by his abrasive personality and a tendency to alienate colleagues and superiors. Struggling with financial instability and poor personal decisions, Nedry found himself in significant debt. His desperation led him to accept an exploitative contract with InGen for developing automated systems for Jurassic Park. Unaware of the project's true nature initially, Nedry soon found himself overwhelmed by the complexity and InGen's reliance on computerized systems. Feeling exploited and unable to renegotiate his contract, Nedry was lured into a clandestine deal with Biosyn. The plan, orchestrated with Lewis Dodgson, involved smuggling 15 viable dinosaur embryos off the island for $1.5 million. However, its execution is set to deviate disastrously from his expectations.

**Gerry Harding**

Jurassic Park's Chief Veterinarian, Gerry Harding is a seasoned expert in avian medicine and reptile physiology, formerly leading veterinary medicine at the San Diego Zoo. Renowned for his global consulting work, Harding was drawn to Jurassic Park by the unique opportunity to pioneer veterinary care for dinosaurs. Harding, known for his academic demeanor and occasionally gruff bedside manner, plays a vital role in maintaining the health and safety of the park's dinosaurs. He plans to author the first textbook on dinosaur diseases, leveraging his groundbreaking work with InGen. As a father, his primary concern extends to his daughters, especially his rebellious teenage daughter, Jess, whom he brought to the park as an intern. Harding's expertise and dedication make him an indispensable figure in the park's operations.

**Jess Harding**

Jessica"Jess" Harding is the 15-year-old rebellious daughter of Dr. Gerry Harding. Growing up around animals at the San Diego Zoo, Jess' early life was marked by her parents' divorce and her father's preoccupation with his work at Jurassic Park, leading to her feeling neglected. This emotional distance fueled her rebellious streak, culminating in a shoplifting incident in early 1993. To address her rebellious behavior, her parents decided to send her to Isla Nublar as an intern for the summer, hoping to straighten her out through working with her father. Despite initial resentment, Jess finds herself fascinated by the unique experience of living among the dinosaurs on the island, recognizing the rare opportunity she has been given to witness something no other child could dream of.



## *Outsiders*

Outsiders include those with official business on the island, family members of key personnel, visitors, government agents, and corporate spies with hidden agendas. Their presence on Isla Nublar introduces a dynamic layer of interaction with the park's operations, from witnessing the awe-inspiring dinosaurs to potentially engaging in espionage or legal investigations. These characters add complexity to the storyline, challenging the park's taken-for-granted security measures and ethical standings, and weaving a rich tapestry of human experiences amidst prehistoric wonders.

**Donald Gennaro**

Donald Gennaro, a mid-forties attorney working for Cowan, Swain, and Ross, represents the investors of Jurassic Park. Tasked with assessing the park's viability, Gennaro's personality is marked by nervousness and a weaselly demeanor, often appearing unlikable and demanding. His primary focus is on the financial aspects of the park, showing little regard for scientific disciplines. Gennaro's role involves ensuring investor interests are protected, and he doesn't hesitate to threaten shutdowns or sanctions if the park doesn't meet safety and success standards. His visit to Jurassic Park, alongside consultant experts, is driven by a need to identify and resolve any operational issues before the public opening. Despite his professional tenacity, Gennaro is known for his emotional volatility, conniving nature, and a tendency to prioritize self-preservation over others' safety.

**Tim Murphy**

Tim Murphy, the 9-year-old grandson of John Hammond, is a dinosaur enthusiast with a deep fascination for these prehistoric creatures, a trait encouraged by his grandfather. Invited to Jurassic Park amidst his parents' divorce, Tim's obsession with dinosaurs, often described as having 'dinosaurs on the brain,' is evident in his admiration for academics like Dr. Grant, whose book *Dinosaur Detectives* he eagerly brings along. Despite constant bickering with his older sister Lex, Tim shows a caring side towards her. Brave and pragmatic, Tim's enthusiasm for dinosaurs sometimes overshadows his caution, making him both a knowledgeable and excitable presence.

**Lex Murphy**

Alexis "Lex" Murphy, the 13-year-old granddaughter of John Hammond, is a tech-savvy teenager with a keen interest in computers and hacking, contrasting her younger brother Tim's fascination with dinosaurs. Visiting Jurassic Park amidst her parents' divorce, Lex finds little interest in the natural world, often bored by animals and is known for her trepidation around them. Despite her lack of enthusiasm for the park's main attractions, Lex is fascinated with the complex computer systems at the heart of the park's operations. Although she frequently bickers with Tim, her protective instincts are strong, and she's willing to face danger to ensure his safety. Her bravery is tested in the face of real threats, where her initial fearfulness gives way to courageous actions in critical moments.

**Lewis Dodgson**

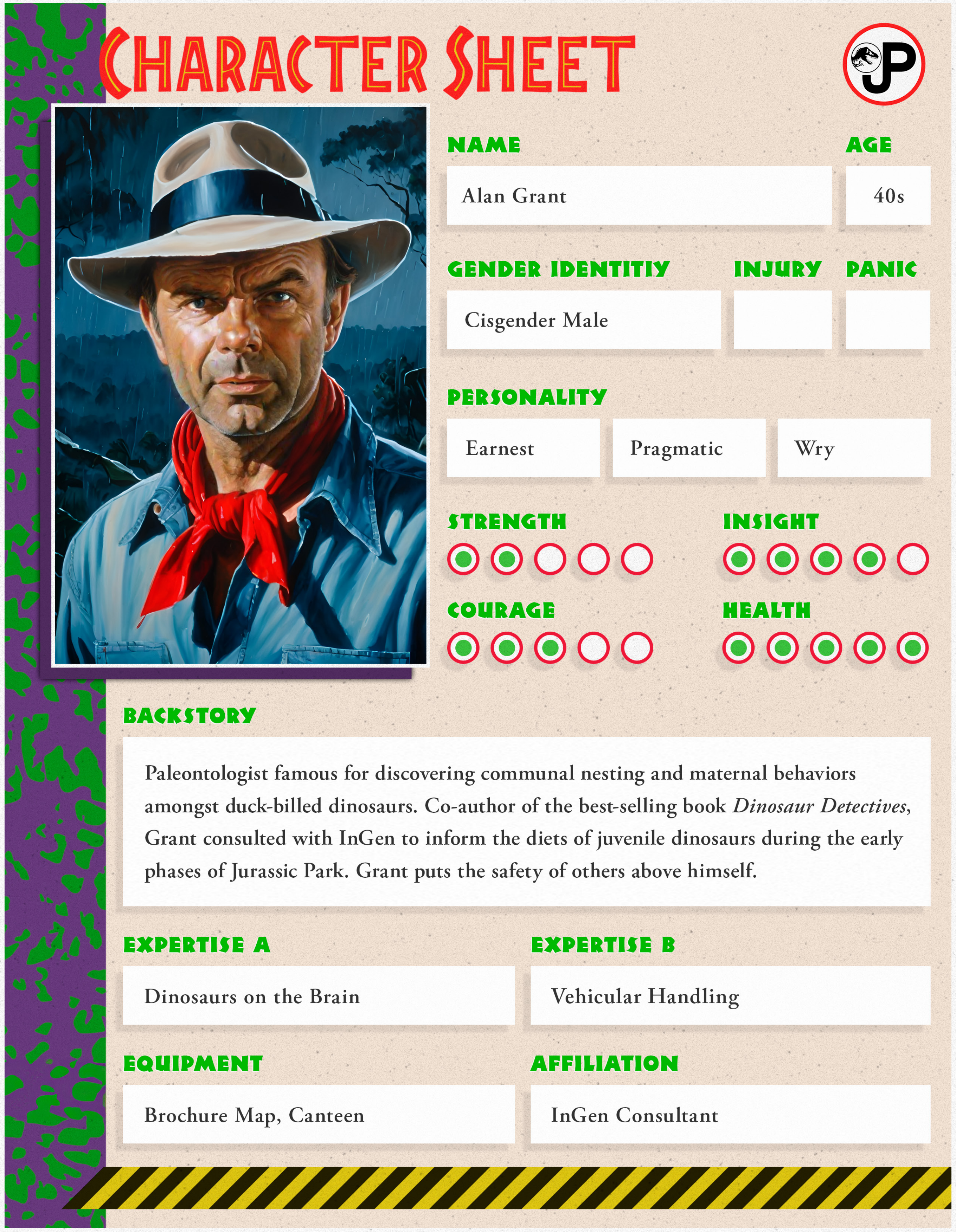
Lewis Dodgson, the head of product development at Biosyn, is a controversial geneticist known for his ruthless and aggressive tactics. At 34, his hawk-faced, balding appearance bears a history of ethical breaches, including unauthorized human gene therapy experiments at Johns Hopkins and illegal rabies vaccine tests in Chile. Leading Biosyn's "reverse engineering" strategy, Dodgson is driven by results, often disregarding ethical and regulatory norms. His mastermind operation to steal dinosaur embryos from rival InGen, using a modified Barbasol can for cryogenic smuggling, exemplifies his cunning and impatient nature. Offering $1.5 million to InGen's disgruntled employee Dennis Nedry, Dodgson's actions reflect his willingness to achieve objectives by any means, embodying Biosyn's cutthroat corporate ethos.

## *Character Creation*

While players have a number of pre-made characters to choose from, they are also encouraged to create their own characters from scratch if they so choose. To help players craft their character, they will fill out a character sheet where they can keep track of their stats, health, and inventory. Character creation begins with players defining their character's basic biography, including name, age, gender identity, personality traits, and backstory. This sets the foundation for their character's identity in the game. Selecting personality traits is done by choosing three adjectives that best describe the character, such as 'laid-back', 'pessimistic', or 'eccentric'. These traits are essential for consistent role-playing and should guide the player's decisions and actions throughout the game.

The character's backstory is a critical element that adds depth to the experience. It should include the character's reasons for being on the island, how they arrived, and any relevant past experiences or connections to fields like academia, dinosauria, bioengineering, or corporate espionage. This backstory helps to contextualize the character's actions and motivations within the game's narrative. Each character is also defined by their Affiliation, which could be with InGen, a rival corporation like Biosyn, a government organization, or unaffiliated, as are many park guests. This Affiliation can influence the character's interactions and objectives within the game. When assigning stats, adult characters are allocated 9 points to distribute among Courage, Insight, and Strength, while child characters receive 5 points. Each stat must have at least one point. These stats determine the character's abilities and effectiveness in various situations throughout the game.

Players must give their characters an Expertise based on their backstory. Players also set



CHARACTER SHEET

**NAME**
Alan Grant

**AGE**
40s

**GENDER IDENTITIY**
Cisgender Male

**INJURY**

**PANIC**

**PERSONALITY**
Earnest
Pragmatic
Wry

**STRENGTH**
● ● ○ ○ ○

**INSIGHT**
● ● ● ● ○

**COURAGE**
● ● ● ○ ○

**HEALTH**
● ● ● ● ●

**BACKSTORY**
Paleontologist famous for discovering communal nesting and maternal behaviors amongst duck-billed dinosaurs. Co-author of the best-selling book *Dinosaur Detectives*, Grant consulted with InGen to inform the diets of juvenile dinosaurs during the early phases of Jurassic Park. Grant puts the safety of others above himself.

**EXPERTISE A**
Dinosaurs on the Brain

**EXPERTISE B**
Vehicular Handling

**EQUIPMENT**
Brochure Map, Canteen

**AFFILIATION**
InGen Consultant

*Example Character Sheet*

their character's initial health, with adults starting with 5 health points and children with 3. They also select up to two starting Items or Weapons appropriate to their character's backstory and personality. These can range from practical tools to defensive firearms, providing characters with resources that can be crucial for survival in the game.

The character's primary goal is the final aspect of their character sheet, listed in their backstory. While getting to safety is the most common goal, other goals might include a child's safety, attaining samples, or exposing InGen. Players can choose to keep their true goals secret from other players, adding an element of strategy and intrigue to the game.

## *Expertise*

Most characters possess 1-2 Expertises based on their backstory, which allows them to operate better in certain scenarios:

**Park Knowledge**
All InGen employees have Park Knowledge, which allows them to navigate the island with an understanding of its layout and facilities. Any other character who possesses a Facilities Map temporarily has Park Knowledge while it is in their possession.

**Dinosaurs on the Brain**
Characters with an interest in paleontology have Dinosaurs on the Brain, which gives them a +1 rolling advantage in all scenarios involving dinosaurs. While a character possesses a copy of *Dinosaur Detectives*, they temporarily have Dinosaurs on the Brain.

**I'm a Hacker**
Characters with an interest in computers have I'm a Hacker, which allows them to access and utilize the park's computer network once the power is restored. While a character possesses a copy of the Mysterious Folder, they have the I'm a Hacker expertise.

**Weapons Handling**
Characters with military, hunting, or survival backgrounds get a +1 rolling modifier in all scenarios involving weapons

**Vehicular Handling**
Characters with a background of in driving in inclement conditions or operating heavy machinery get a +1 rolling modifier in all scenarios involving vehicles

**Animal Handling**
Characters with a veterinary or safari background get a +1 rolling modifier in all scenarios involving dinosaurs

Children are able to only choose one expertise from Dinosaurs on the Brain, I'm a Hacker, or Animal Handling. Adults are able to choose any expertises based on a logical extrapolation of their backstory, with a maximum of two per character.

# *NPCs*

NPCs (Non-Player Characters) play a crucial role in enriching the narrative and enhancing the gameplay experience. These characters range from park staff and scientists to unexpected visitors and the consultants themselves. Each NPC brings a unique set of motivations, backgrounds, and skills, contributing to the dynamic and unpredictable nature of the game. These NPCs may be established characters from the series canon, or may be custom characters invented by the Game Warden or player group.

**NPC Integration and Role-Playing**

The game's design allows for the introduction of NPCs in various scenarios, primarily through random Chaos Card draws. This mechanic ensures an element of unpredictability, keeping players engaged and on their toes. NPCs might be allies, adversaries, or neutral parties, each affecting the game's progression differently.

When an NPC is introduced, the group must decide how to integrate this character into the ongoing narrative. If the game group includes a Game Warden, they typically assume control of the NPC, guiding their actions and decisions based on the character's established profile. However, in groups without a Game Warden or in scenarios where a more player-driven experience is preferred, players may take on the role of the NPCs. This requires players to familiarize themselves with the NPC's background, motivations, and expertise on their Character Cards or Character Sheets, ensuring that their portrayal is consistent and enhances the story.

**Characterization and Depth**

NPCs in this RPG are not mere background elements; they are fully realized characters with their own stories, objectives, and personalities. For instance, a park scientist NPC may have deep knowledge of dinosaur behavior, which can aid players in a crisis. Alternatively, a corporate spy NPC might have ulterior motives, stealing a key resource from players just when they need it most. Players assuming the role of these characters must strive to embody these traits, making decisions and taking actions that align with the NPC's profile—even if they are in conflict with the larger party's goals.

The game mechanics encourage short-term NPC involvement, allowing them to enter and exit the narrative within a few rounds if the group so chooses. This design choice keeps the game's pace brisk and prevents any single NPC from overshadowing the player characters' roles. However, some NPCs might have a more extended presence, especially if they are crucial to a particular story arc or mission, or simply if a player is having fun in the role.

**Mechanics and Interaction**

NPC interactions are governed by the same set of rules and mechanics that player characters are. Each NPC has the same set of stats and expertises, which determine their capabilities in various situations, from combat to problem-solving. When an NPC interacts with the environment or other characters, these stats are still referenced to determine the outcome. For example, an NPC with Dinosaurs on the Brain might be able to understand and anticipate complex dinosaur behavior, while one with high Strength could be pivotal in a confrontation with a hungry carnivore.

Chaos Cards may dictate NPC arrivals and departures, or inform their actions. These cards can trigger specific behaviors or events related to the NPCs, ensuring that their presence remains unpredictable and aligned with the game's chaotic nature.

**Dennis Nedry**

Nedry's presence in the game is introduced through the draw of a Chaos Card, pulling him into the existing narrative. His character is an embodiment of desperation and deception, driven by a singular, clandestine mission to smuggle a cryogenic canister containing dinosaur embryos off the island. His objective is to deliver this canister to one of his contacts located at strategic exit points like the North Dock, East Dock, or the Helipad. The urgency of his mission is underscored by a 36-hour deadline to transfer the embryos to Dodgson on the mainland, as well as his desire to maintain plausible deniability for his role in the theft.

Nedry is an agent of chaos throughout the game. Players may encounter him once or multiple times, depending on the game's progression and the Chaos Cards drawn. He may appear with various resources at his disposal—a vehicle, items, or weapons—or he might be found empty-handed. The presence of the Barbasol canister, a critical item in Nedry's plot, is determined by the possession of the Item Card among the players. If a player holds this card, it signifies that Nedry has lost the canister and is actively searching for it. Conversely, if no player possesses the card, Nedry retains the canister.

Role-playing Nedry requires a nuanced understanding of his character. He is not inherently evil but is driven by selfish motives and a sense of nervous desperation. Players or the Game Warden portraying Nedry should focus on his primary objective of smuggling the embryos while maintaining a facade of innocence. His interactions with the party are characterized by nervous deceit; he aims to blend in and manipulate the group to further his agenda.

Upon entering the game scenario, Nedry's approach is to integrate with the party under false pretenses. Unless his true motives are known to the characters, he will fabricate stories and motivations to conceal his real agenda. His immediate goal is to exploit the party, attempting to steal items, weapons, and vehicles that could aid in his mission. This phase of interaction is limited to a maximum of three rounds, creating a sense of urgency and tension.

If Nedry's true intentions are discovered by the party, or after the lapse of three rounds, he will exit the scenario. This exit could be a strategic retreat or a desperate escape, depending on the circumstances. Should Nedry re-enter the narrative after his motivations have been revealed, the party's distrust towards him will be evident, and he will seek to maximize any opportunity before making a swift exit.

An important aspect of Nedry's character is his invulnerability to death during the game itself. Regardless of the situation, Nedry is always fortuitously spared from life-threatening circumstances, emphasizing his role as a chaotic element in the park. His encounters are designed to challenge the players' decision-making and resource management, rather than follow his film storyline precisely.

## *Ulterior Motives*

Unlike the primary goals of survival and safety that drive most characters, Ulterior Motives introduce hidden, often conflicting objectives that can drastically alter the course of the narrative. Characters such as Dennis Nedry, with his mission to smuggle dinosaur embryos, or Bob Morris, an EPA agent seeking evidence against InGen, exemplify this mechanic. These hidden agendas can range from corporate espionage and government spying to personal ambitions like destroying Jurassic Park for revenge or capturing photographs of dinosaurs to achieve fame and fortune.

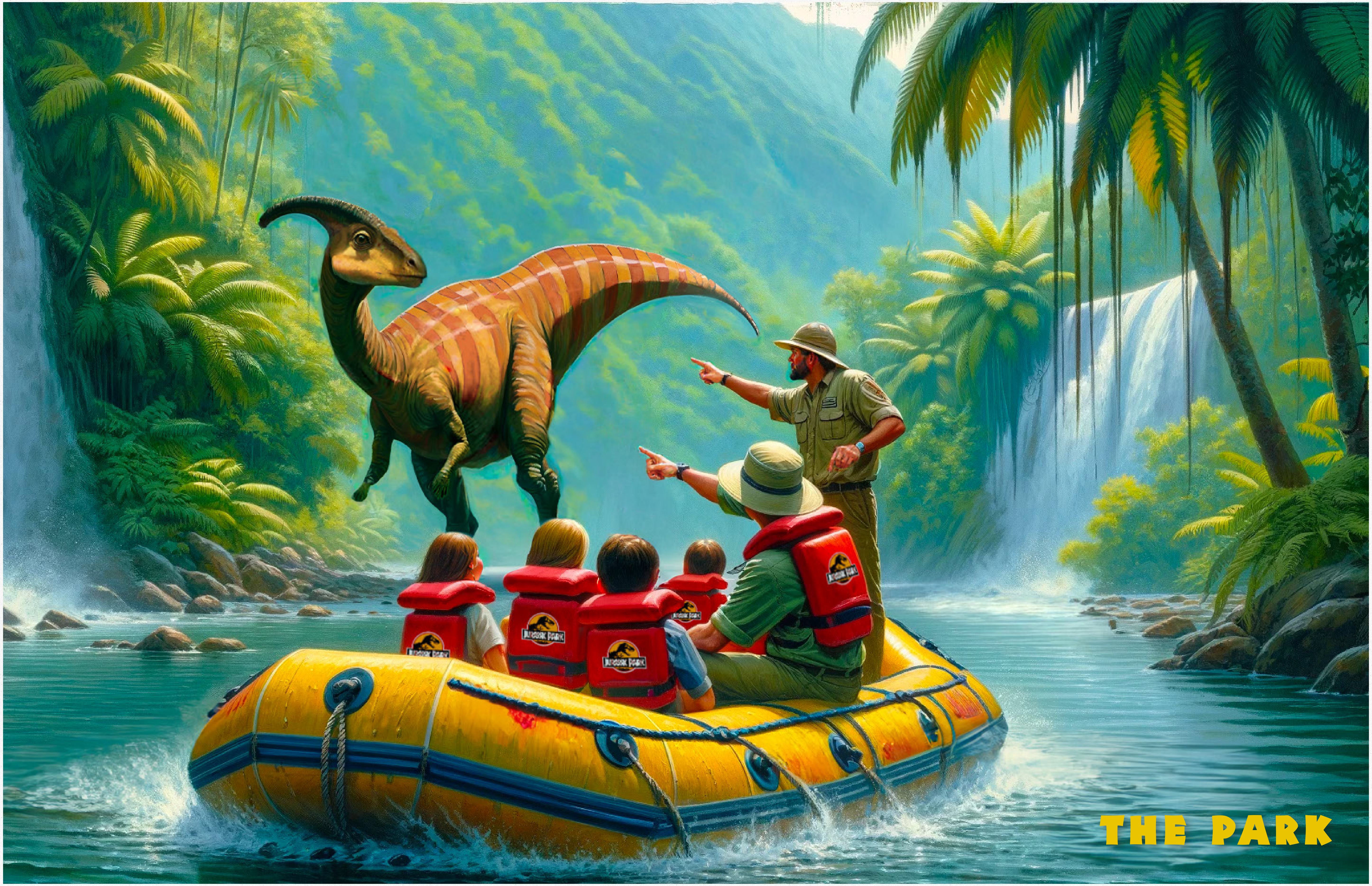
### Creation and Implementation

Players have the option to imbue their characters with Ulterior Motives at the game's outset. This decision adds a layer of complexity to their role-playing experience, as they must navigate the game's challenges while covertly pursuing their secret objectives. These motives are kept hidden from both fellow players and the Game Warden, creating an atmosphere of suspense and unpredictability. Players are encouraged to define their own "win conditions" related to these motives, such as a corporate spy aiming to extract dinosaur tissue and escape the island. Successfully achieving these conditions while maintaining secrecy becomes a parallel quest within the game.

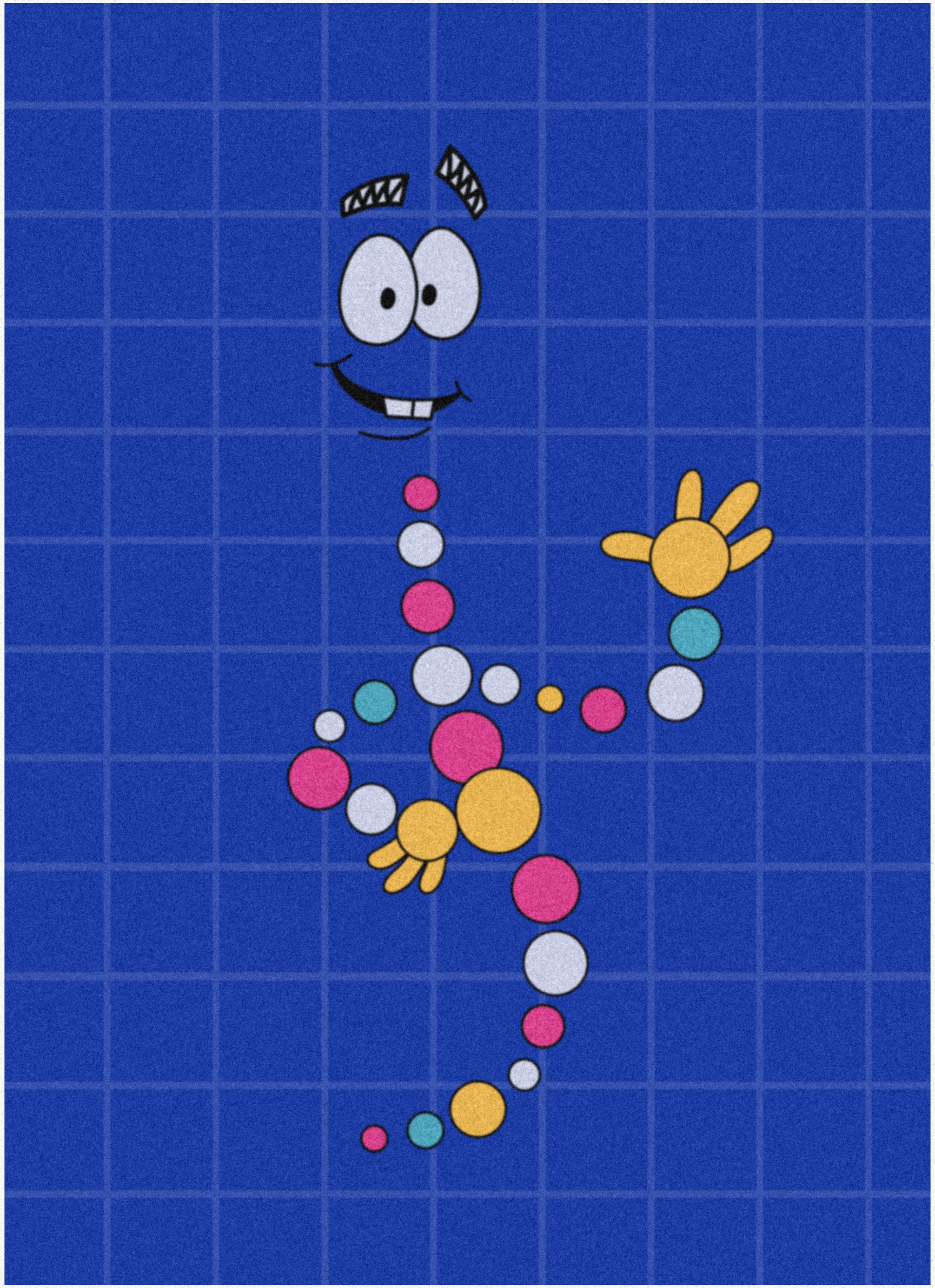
### Mechanics and Dynamics

In addition to player-chosen motives, the game employs Chaos Cards to introduce unexpected twists. A Chaos Card draw might suddenly reveal a character to be a corporate spy, surprising both the player and their companions. This revelation can lead to a dramatic shift in how the character is played, requiring the player to either justify past actions or adapt their strategy moving forward. The revelation of an Ulterior Motive can fundamentally change the dynamics within the group, influencing trust, alliances, and the overall direction of the game. If a player doesn't enjoy playing their character under the auspices of their new motivations, they can choose to have the character exit the scenario and select or create a new character in their place.

Once an Ulterior Motive is revealed, it becomes the character's primary Affiliation, replacing their previous alignment on their Character Sheet. This shift can have implications for the character's relationships, resources, and objectives. Revealed motives can lead to conflicts or alliances, alter the group's strategy, and introduce new challenges and opportunities. Players must be prepared for the ramifications of their Ulterior Motives, both in terms of narrative impact and gameplay mechanics. The revelation of these motives can lead to heightened tension, ethical dilemmas, and complex interpersonal dynamics, enriching the role-playing experience.



# THE PARK



# YOUR VISIT

*"I don't want to jump to any conclusions, but look: Dinosaurs and man, two species separated by sixty-five million years of evolution, have just been suddenly thrown back into the mix together. How can we possibly have the slightest idea what to expect?"*

— ALAN GRANT

## *Building Blocks*

Guests arrive at Jurassic Park by sea or sky. Those opting for the nautical approach gather at the dock in Puntarenas, where Captain Frederick Farrell welcomes them aboard InGen's passenger ship, the SS Anne B. As the Costa Rican mainland fades into the horizon, a sense of excitement builds during the 4-5 hour voyage to Isla Nublar. Upon docking at the North Dock, the park's hospitality team greets the guests, guiding them onto a shuttle bus. The journey along the main road offers spectacular vistas of the island's lush landscape. It's not uncommon for guests to catch their first breathtaking glimpses of dinosaurs in their paddocks, a tantalizing preview of the wonders that await.

Guests traveling by air will arrive at InGen's private helipad in San José, where they are greeted by pilot Hector Cambell. The flight to Isla Nublar, aboard InGen's Agusta A109 helicopter, offers a quicker and far more enchanting, 1-2 hour journey. Landing at the island's central helipad, guests are welcomed by the hospitality team and whisked away on the private maintenance roads, passing through the serene Sauropod Swamp paddock, where lucky visitors are bound to spot the gentle giants of the Jurassic.

Upon reaching the Visitor Center, the heart of Jurassic Park, guests can choose to unwind at the Safari Lodge or dive straight into the park's wonders. Hungry adventurers might seek a bite before embarking on their next adventure, while others head directly to the Showcase Theater. Here, an enthralling ride awaits, narrating the science and story behind Jurassic Park's creation.

Exiting the theater, guests find themselves in the gift shop, a treasure trove of Jurassic Park memorabilia. The journey continues as they step outside to find a Ford Explorer, ready to guide them through the Park Drive. This tour marks the beginning of a once-in-a-lifetime experience, taking guests through the main gate into a world lost in time, where they traverse the habitats of awe-inspiring dinosaurs, journeying back in time 65 million years.

## *Guest Facilities*

**Visitor Center**
Guests are greeted by immersive exhibits that educate and entertain, offering a deep dive into the science of de-extinction. The Visitor Center also houses the park's main dining facility, Les Gigantes, where guests can enjoy a meal while awaiting their exploration of the vast expanses of the park.

**The Showcase Theater**
A key attraction within the Visitor Center, the Showcase Theater introduces guests to Mr. DNA, the park's animated ambassador. This immersive experience details the groundbreaking scientific processes that brought these ancient creatures back to life and gives guests a peek of the park's internal workings.

**Control Room**
While not actually open to the public, guests can catch a glimpse of the operations staff at work during the Showcase Theater ride. The Control Room is the operational nerve center of Jurassic Park, and from here expert staff monitor every aspect of the park's functioning, ensuring the safety and well-being of all inhabitants and guests.

**Safari Lodge**
For those seeking an extended stay, the Safari Lodge offers luxurious accommodations. Nestled in a scenic location within walking distance of the Visitor Center, these private bungalows provide a perfect blend of comfort and wilderness.

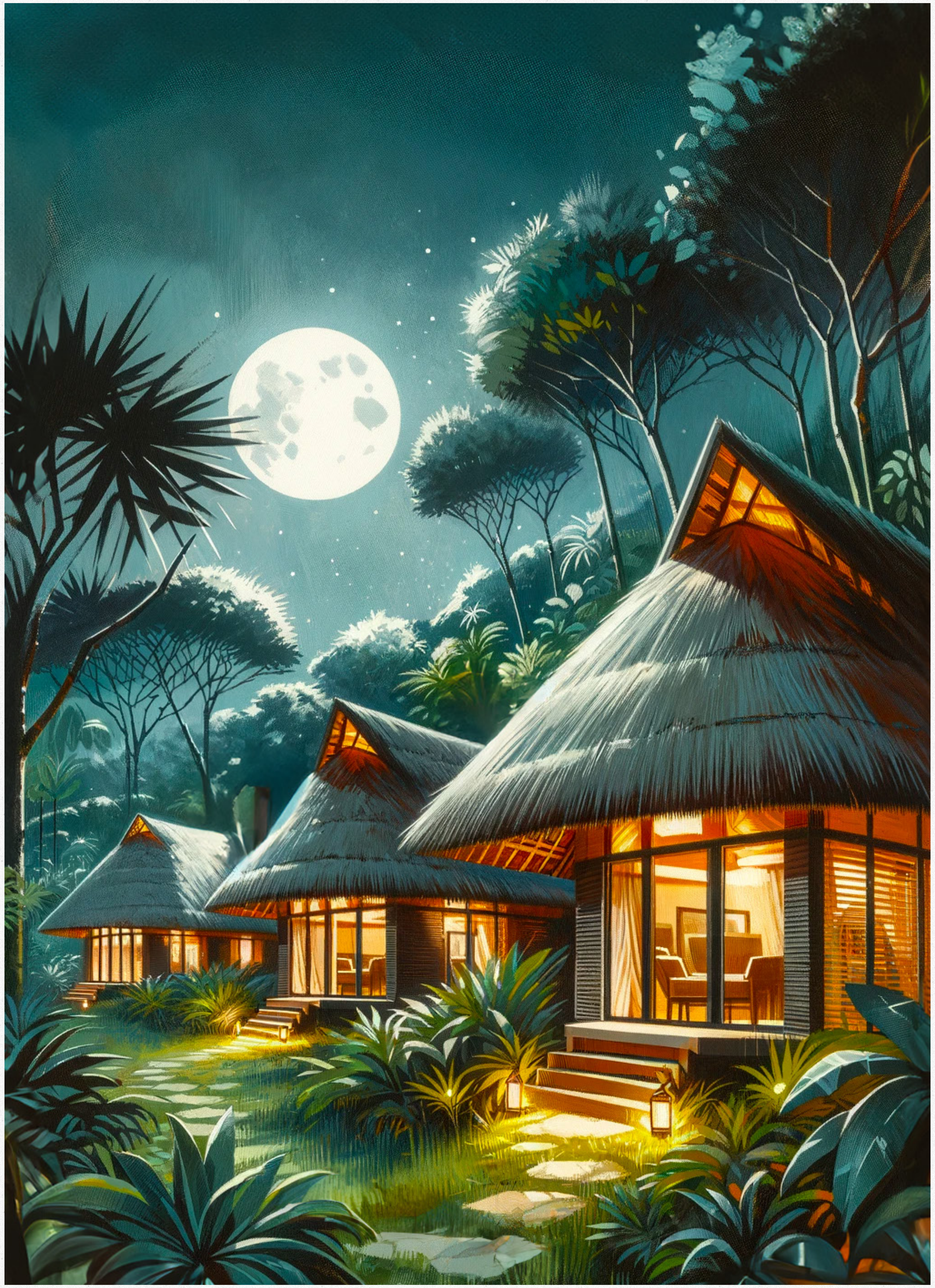
**Cretaceous Café**
A chain of casual dining spots situated at key locations around the park, offering a variety of on-the-go meals and refreshments.

**Restrooms**
Located throughout the park for guest convenience, these facilities are designed to blend with their surroundings. They are maintained to the highest cleanliness standards.

**Park Drive**
Park Drive is the main attraction of Jurassic Park, a guided tour route where guests can observe dinosaurs in their natural habitats. This journey offers a safe and comprehensive view of the various dinosaur species, each within their specially designed paddocks.

**The Aviary**
A special attraction for pterosaur enthusiasts, the nearly-complete Aviary houses species that showcase the most majestic animals ever to roam the skies. This enclosed space allows guests to witness these creatures in a safe and controlled, yet natural environment.

**Jungle River Ride**
This nearly-complete ride is ready to take guests on a tranquil yet thrilling journey down the island's largest river via an electric track. Passing through the breathtaking Aviary, visitors get an up-close experience with some of the park's most spectacular animals atop the park's natural waterways.



# *Park Layout*

### Dinosaur Paddocks

The dinosaur paddocks are at the heart of the adventure, where players will experience most of their encounters with the park's prehistoric inhabitants. These large animal enclosures are each meticulously designed to reflect the natural habitat and behavior of their resident dinosaurs, creating immersive and diverse environments for players to explore and interact with. While any of the park's dinosaurs can appear in any area of the island due to the lack of effective security fences after Nedry's plan is put into action, the group or Game Warden may choose to make encounters with dinosaurs more common within their own paddocks.

### Fencing and Containment

The park's fences are a critical aspect of its security infrastructure. Standing 24 feet tall and spanning 80 miles in total, these formidable barriers are designed to contain the park's dinosaur population. The exterior fences, especially around high-risk areas like the Tyrannosaurus paddock, are the most robust, featuring thick metal supports and high-voltage electric wiring. Interior fences have additional reinforcements to prevent carnivores from breaking through to adjacent areas. Water-filled moats and barbed wire augment these defenses, providing extra layers of security against potential escapes or incursions.

Security gates placed at strategic locations in the perimeter fence ensure controlled access and prevent animal escapes, adding an possible respite from action for players moving between paddocks. These gates are attached to service roads which cut through the park, providing vital access to utility areas and remote sections of the paddocks.

### Security Measures

The park employs a variety of security measures, including sophisticated surveillance systems, alarm networks, and emergency response protocols. Due to the catastrophic nature of Nedry's malicious computer code, however, the vast majority of these security measures are ineffective or unavailable for the majority of the game. While many players will not experience gameplay while the power is fully restored, the park does become significantly more tricky to navigate once the power to electric fences is restored.

### Buildings and Facilities

Scattered throughout the island, both within the paddocks and outside of them, are a variety of buildings and facilities, each serving a critical role in operations and offering unique opportunities for exploration and encounters in the game. These include research buildings where groundbreaking scientific work on dinosaur genetics and behavior is conducted, as well as more practical facilities for the staff's day-to-day park operations.

While these facilities have been left empty during the storm, certain buildings such as Veterinary facilities, crucial for the health and well-being of the park's dinosaurs, may also contain opportunities for players to advance their campaign, such as medical supplies and tools that could be vital for players.

Garages and maintenance sheds are potential goldmines for finding vehicles, repair tools, or other useful items for navigation and defense. Security outposts, though unmanned due to the storm evacuation, might offer a wealth of resources such as maps, communication devices, and even weapons. Bunkers, designed as emergency shelters, could serve as safe havens or temporary hideouts for players amidst the chaos.

These buildings and facilities, desolate in the absence of staff, present a myriad of possibilities for players to discover resources, encounter dinosaurs or NPCs, and unravel more of the park's mysteries, contributing significantly to the depth and immersion of the gameplay experience.

### Transportation and Mobility

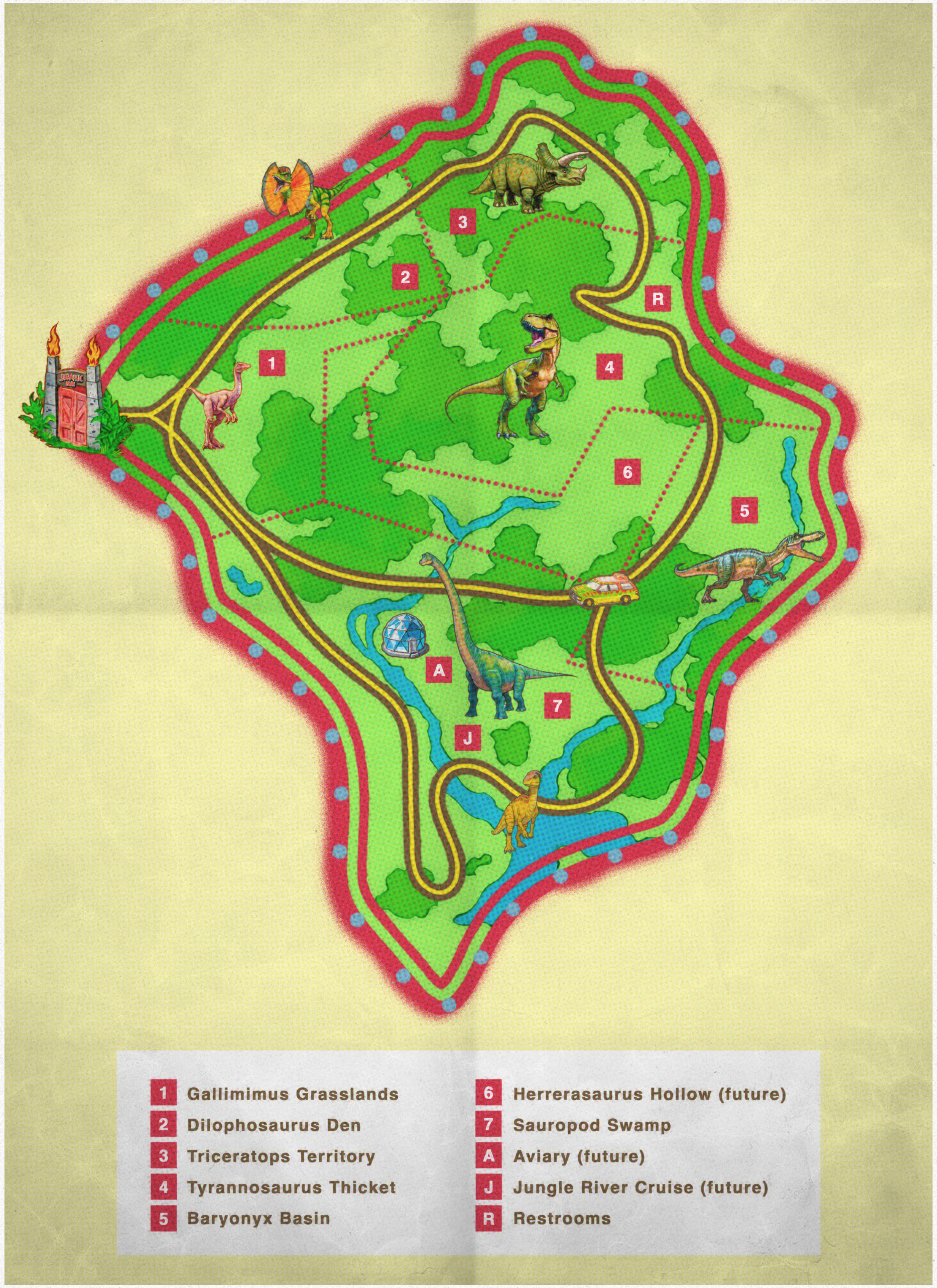
The park's transportation infrastructure includes a network of roads and pathways that facilitate movement across the island. Various vehicles, such as Jeeps, motorcycles, and golf carts, are available for staff use, each with its own set of risks and advantages. The Main Road, a well-maintained, paved path, serves as the primary artery, connecting key locations like the dock, Visitor Center, and Worker Village, while the Perimeter Road encircles the island for staff to monitor fence lines and access remote areas. For guests, the Tour Track offers an electric, elevated path through the paddocks, providing safe views of the dinosaurs. Service Roads extend into more secluded areas, offering utility access with some paths featuring electrified moats for added security. Restricted Roads and Bungalow Paths ensure both the safety and privacy of guests and staff, complementing the island's network with Unpaved Trails for potential future hiking tours.

### Steam Tunnels

This intricate network of underground passageways provides maintenance access and utility management across Isla Nublar. These tunnels, filled with steam vents and pipes, offer a discreet mode of movement for staff and potentially for players navigating the game's challenges. The Steam Tunnels connect critical facilities and buildings, providing a hidden layer of access that can be both a safe respite and a claustrophobic danger to those who dare to traverse them.

### Construction Projects

Ongoing construction projects and uncompleted facilities are scattered throughout the park, reflective of its still-evolving nature. These areas, with their heavy machinery, scaffolding, and unfinished structures, present unique hazards and opportunities for narrative development. Characters might find temporary refuge in an unfinished building or have to navigate through a hazardous construction site, adding an element of unpredictability to the gameplay.



## *Park Drive*

Park Drive, the centerpiece of Jurassic Park, offers an immersive journey that marries the thrill of a safari with the awe of a prehistoric adventure. This guided tour, aptly nicknamed the "Safari Adventure," is where guests come face-to-face with the park's magnificent dinosaurs, experiencing the majesty of these ancient creatures in their natural habitats.

The journey on Park Drive begins at the Visitor Center, where guests board the heavily modified electric Ford Explorers. These vehicles, designed for safety and comfort, glide silently along a predetermined electric track, ensuring a comprehensive and unobtrusive tour through different prehistoric eras. As the gates of Jurassic Park open, the voice of Richard Kiley from the in-car CD-ROMs narrates the unfolding spectacle, enriching the experience with insightful commentary about the dinosaurs and their environments.

The tour starts as visitors enter the Jurassic Park gates and find themselves immersed in the Gallimimus Grasslands, with its rolling hills and picturesque mountains. Herds of Gallimimus gracefully dash across the open fields. The Dilophosaurus Den follows, presenting a stark contrast; from a high vantage point, guests peer down at the cunning predators amidst dense vegetation and a fast-moving river, a natural setting that highlights the animal's predatory instincts.

The Triceratops Territory offers a more serene experience. Here, guests can observe these gentle giants in a spacious enclosure, dotted with vegetation and free from visual obstructions. The paddock's design allows the Triceratops to roam and forage, replicating their natural behavior and environment.

However, it is the Tyrannosaurus Thicket that often becomes the highlight of the tour. With its imposing electric fences and security moat, this enclosure is designed to safely showcase the awe-inspiring T-Rex. Guests may witness the occasional appearance of a goat, used to entice the T-Rex into view, offering a rare and thrilling spectacle of its predatory prowess.

Next is the Baryonyx Basin with its long, muddy river, allowing this apex predator to exhibit its unique hunting techniques as it wades in the shallow marshy waters. Finally, the tour features the Sauropod Swamp, a shared habitat of the Brachiosaurus and Parasaurolophus. This vast enclosure, with its grassy plains, tall trees, and tranquil lake, demonstrates the peaceful coexistence of different species, providing a glimpse into the ecosystem of a bygone era.

Throughout the tour, guests are assured of their safety, thanks to the park's state-of-the-art electronic monitoring systems. The elevated track running over gravel roads ensures an unobstructed view of the dinosaurs, functioning as viewing platforms while maintaining a safe distance.

## *Paddock 1: Gallimimus Grasslands*

The Gallimimus Grasslands are characterized by undulating terrain, ranging from gentle hills to flat, wide-open spaces. The grasses vary in height, with some areas featuring tall, swaying fields that can obscure vision, while others are more closely cropped, offering clear lines of sight. Scattered throughout the paddock are several small groves of trees, providing sparse cover and opportunities for stealth or ambush. Small ponds and streams meander through the terrain, serving as watering holes for the Gallimimus herd and adding a layer of diversity to the landscape.

At the heart of the paddock lies a wide, open plain, where the Gallimimus herd is often seen sprinting in its full glory. This area is ideal for observation, allowing players to witness the herds' dynamics, speed, and agility and get a sense of direction in their journey. However, the openness of the plain also means that players have few places to hide, increasing their vulnerability.

**Areas within the Paddock**
The Northern Hill, a slightly elevated region, provides an excellent vantage point for players to survey the entire paddock. This strategic location can be used for planning movements or observing dinosaur behavior from a safe distance.

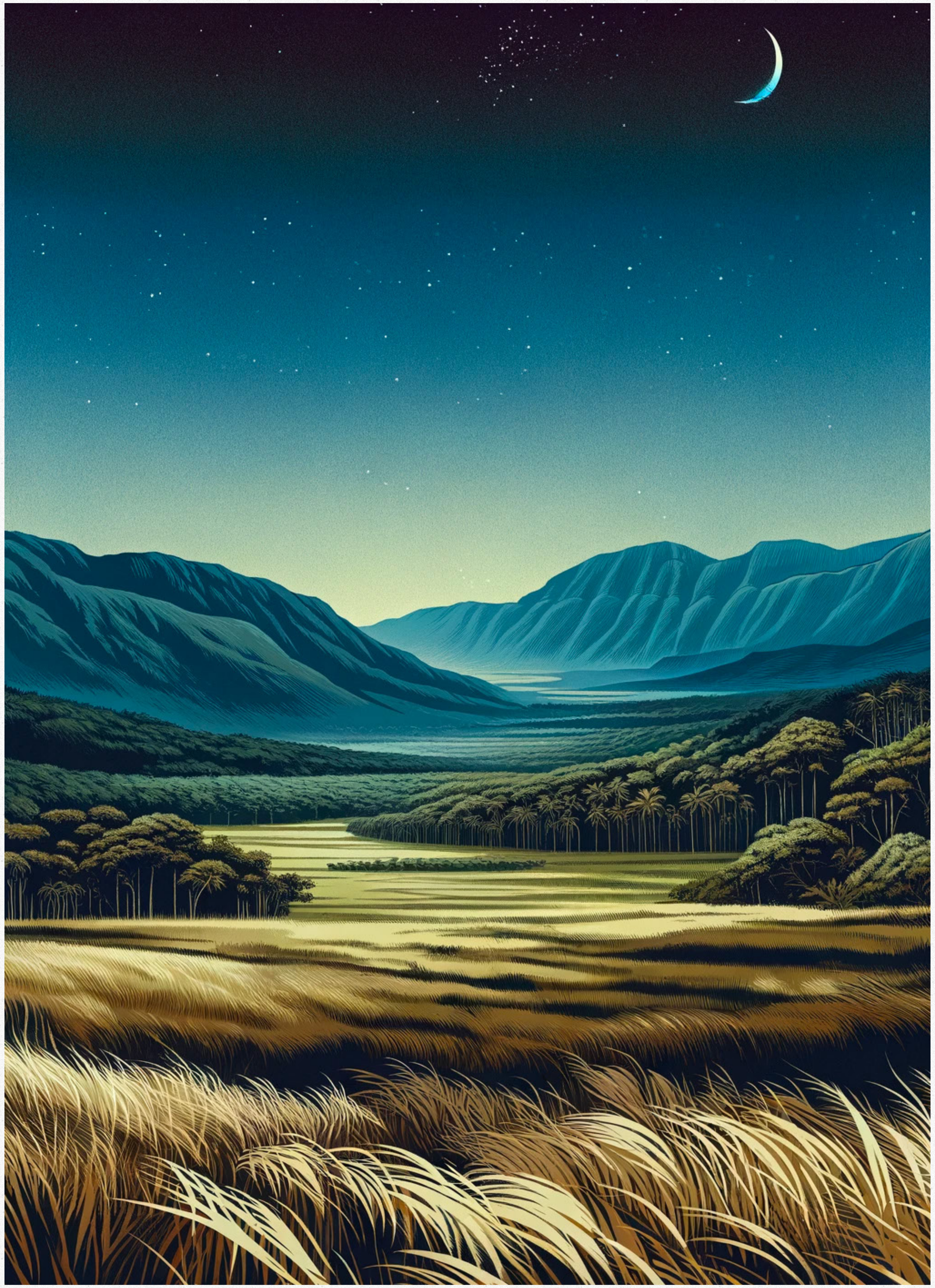
The Eastern Grove, a cluster of trees near the paddock's boundary, presents a stark contrast to the open fields. This area offers concealment and can be a haven for players seeking refuge or planning an ambush. However, the dense foliage can also conceal unexpected dangers, adding an element of risk.

The Southern Stream, a meandering water body, is a focal point for both dinosaurs and players. It serves as a resource for hydration but also as a potential trap, as the soft, muddy banks could slow down movements, making escape difficult in case of an emergency.

**Opportunities and Obstacles**
The vastness and relative openness of the terrain challenges players to use strategy and teamwork, especially when navigating the open plains or moving through the sparse cover of the groves. The presence of the Gallimimus herds also adds dynamic elements to the gameplay.

Players can observe and interact with these dinosaurs, learning their patterns and behaviors, which can be crucial for planning their movements or avoiding startling the herd into a stampede.

The varied geography of the paddock presents unique obstacles. The lack of substantial cover in the open plains can expose players to potential threats, requiring careful movement and constant vigilance. In contrast, the groves offer shelter but limit visibility, creating a sense of claustrophobia and the potential for surprise encounters.



## *Paddock 2: Dilophosaurus Den*

Dilophosaurus Den is defined by its dense foliage and diverse plant life. The paddock is a tapestry of thick undergrowth, towering trees, and shadowy patches that create a canopy of perpetual dusk. The terrain is uneven, with rolling hills and hidden dips that can conceal both the Dilophosaurus and potential hazards. Winding through this dense jungle is a network of narrow, meandering paths, barely visible and often enveloped by the surrounding vegetation.

Venturing into the Dilophosaurus Den requires more than just caution on the ground; players must also cast their eyes upwards, scanning the dense canopy where Dilophosaurus may lurk. The deceptive tranquility of the paddock belies the true nature of its inhabitants, capable of ambush from any direction. The towering trees, while providing a semblance of shelter, can also harbor these cunning predators, ready to leap or spit their venom at unsuspecting prey below.

**Areas within the Paddock**
Central to the paddock is the Northern River, leading to the Watering Hole, a vital source of life for the Dilophosaurus and other inhabitants. Surrounded by reeds and water plants, it is an area of high activity but also high danger, where visibility is particularly limited.

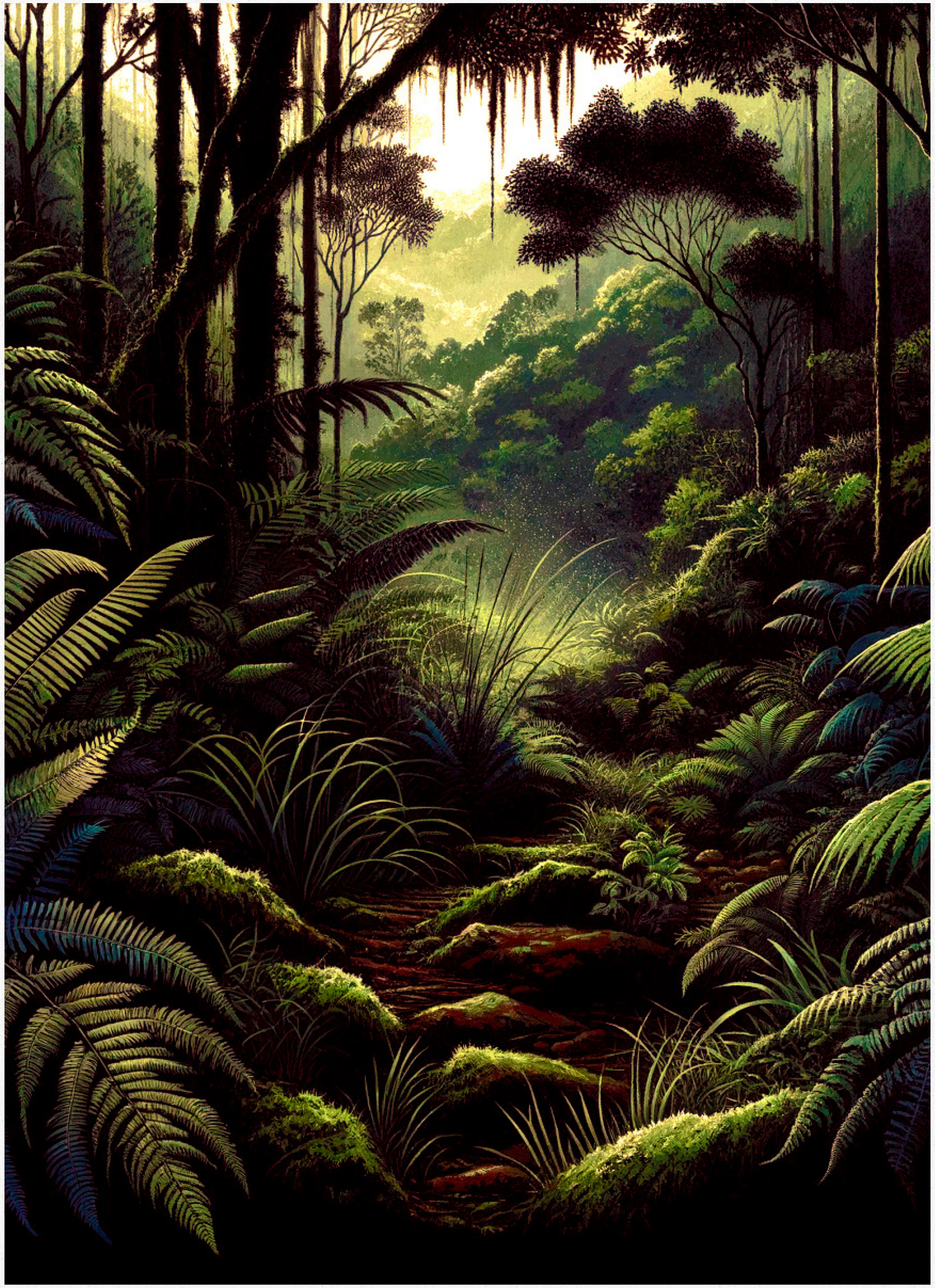
The Northern Thicket, a particularly dense area of the paddock, is characterized by a tangle of vines and low-hanging branches. This sub-area poses significant navigational challenges, offering perfect ambush spots for the Dilophosaurus.

The Eastern Clearing is a rare open space within the paddock, where the canopy opens up to reveal the sky. This area allows for better visibility but can be deceptive, as it may lure players into a false sense of security.

**Opportunities and Obstacles**
Stealth plays a crucial role in this environment. Players need to move quietly and attentively, using the dense foliage to their advantage while being mindful of the risks it poses. The sound of rustling leaves or a snapping twig can be a sign of danger, requiring players to constantly be on alert.

Interactions with the Dilophosaurus require careful strategy. Players must use their knowledge of the dinosaur's behavior to anticipate potential attacks, especially near the Watering Hole or in the Northern Thicket, where the creatures are likely to be concealed.

The Eastern Clearing offers a space for players to regroup, plan their next move, or potentially engage with the Dilophosaurus in a more open confrontation. However, the lack of cover also makes it a risky area to linger in.



## *Paddock 3: Triceratops Territory*

The open plains of the Triceratops Territory are vast stretches of grassland, where the horizon extends far into the distance. These plains are relatively flat and unobstructed, offering clear views but little cover. The grasses sway gently in the wind, creating a tranquil yet exposed environment.

In contrast, the dense woodlands are characterized by thick underbrush and towering trees, create a sense of seclusion and mystery. This wooded area is a maze of natural paths, clearings, and hidden enclaves, providing ample opportunities for stealth and exploration. Sunlight filters through the canopy in dappled patterns, adding a dynamic visual element to the setting.

**Areas within the Paddock**

The Woodland Edge, where the forest meets the plains. This transitional area is a hotspot for Triceratops activity, as they often venture out of the woods to graze. The edge provides a strategic position for players, allowing observation of the Triceratops with the safety of the woods nearby.

The Grazing Grounds, expansive areas of the open plains where Triceratops are often found feeding. These grounds are ideal for observing the social dynamics of the herds and their interactions.

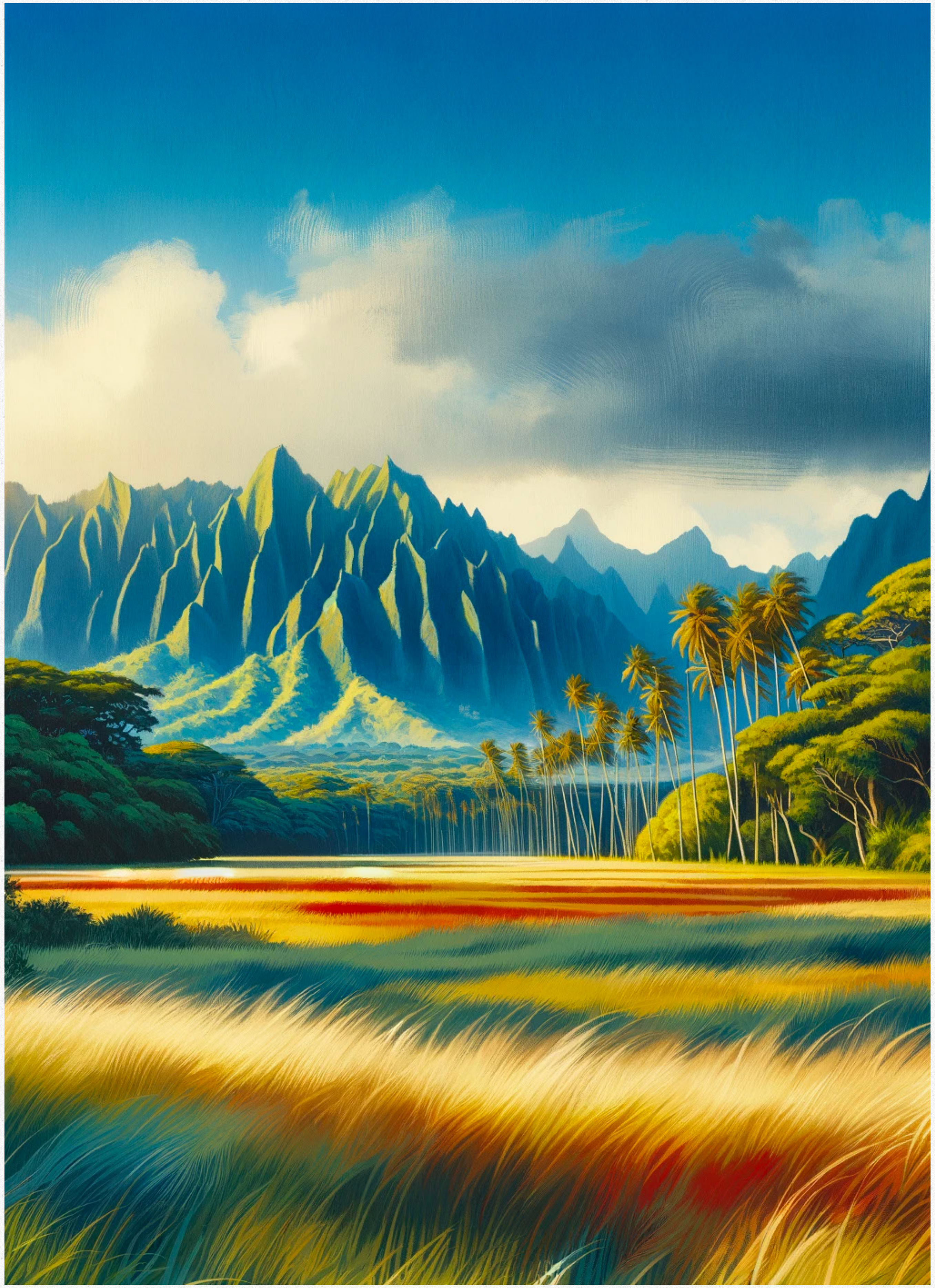
The Deep Forest, a denser and darker part of the woodland, filled with ancient trees and thick foliage. Navigation here is challenging, and the sense of isolation is profound. It's a place of mystery and potential danger, where players can discover hidden aspects of the park or encounter unexpected challenges.

**Opportunities and Obstacles**

In Triceratops Territory, players are presented with a range of role-playing opportunities and challenges. The dense woodlands offer a setting for stealthy approaches, close encounters with wildlife, and the discovery of hidden aspects of the park. The forest's complexity demands careful navigation, with the potential for getting lost or stumbling upon unexpected dangers.

The open plains, meanwhile, offer a completely different experience. Here, players can observe the majestic Triceratops in their natural grazing behavior, but the lack of cover also means that players are exposed to potential threats, be they from the dinosaurs themselves or other unforeseen dangers. The openness of the plains makes them ideal for tracking or studying dinosaur behavior but also requires awareness of the surroundings.

The Woodland Edge serves as a crucial strategic area, allowing players to transition between the forest's protection and the plains' openness. It's a space where careful planning and decision-making are essential, as players must balance the safety of the woods with the opportunities of the open fields.



## *Paddock 4: Tyrannosaurus Thicket*

Tyrannosaurus Thicket is designed to mimic the natural habitat of the T-Rex while ensuring utmost safety for guests. The most immediately striking feature is the 100-ft concrete moat that flanks the paddock's entrance, a formidable barrier that keeps a safe distance between the T-Rex and its neighboring paddock.

The interior of the paddock is a mix of dense forest areas and open spaces. The forest is a tangle of ancient trees, thick underbrush, and shadowy enclaves, creating a sense of foreboding and mystery. Sunlight filters through the canopy in scattered beams, casting deep shadows that could hide a lurking predator.

Adjacent to the forested area is an expansive artificial lake, providing a water source for the T-Rex and adding diversity to the paddock's terrain. The lake's shores vary from gentle beaches to rocky outcrops, offering different vantage points for observing the dinosaur.

**Areas within the Paddock**

The Entrance Moat features a steep drop from the road, bordered by a towering concrete wall that serves as the critical boundary between the awe-inspiring Tyrannosaurus-Rex and the onlookers. This allows visitors to observe the majestic predator from a secure vantage point without compromising the naturalistic setting of the paddock.

The Feeder, which is located next to the entrance moat to allow visitors an unobstructed view of the T-Rex's feeding habits. In this area, goats and cows are chained to a small fenced-in automatic feeder to provide the T-Rex with its primary source of nutrition.

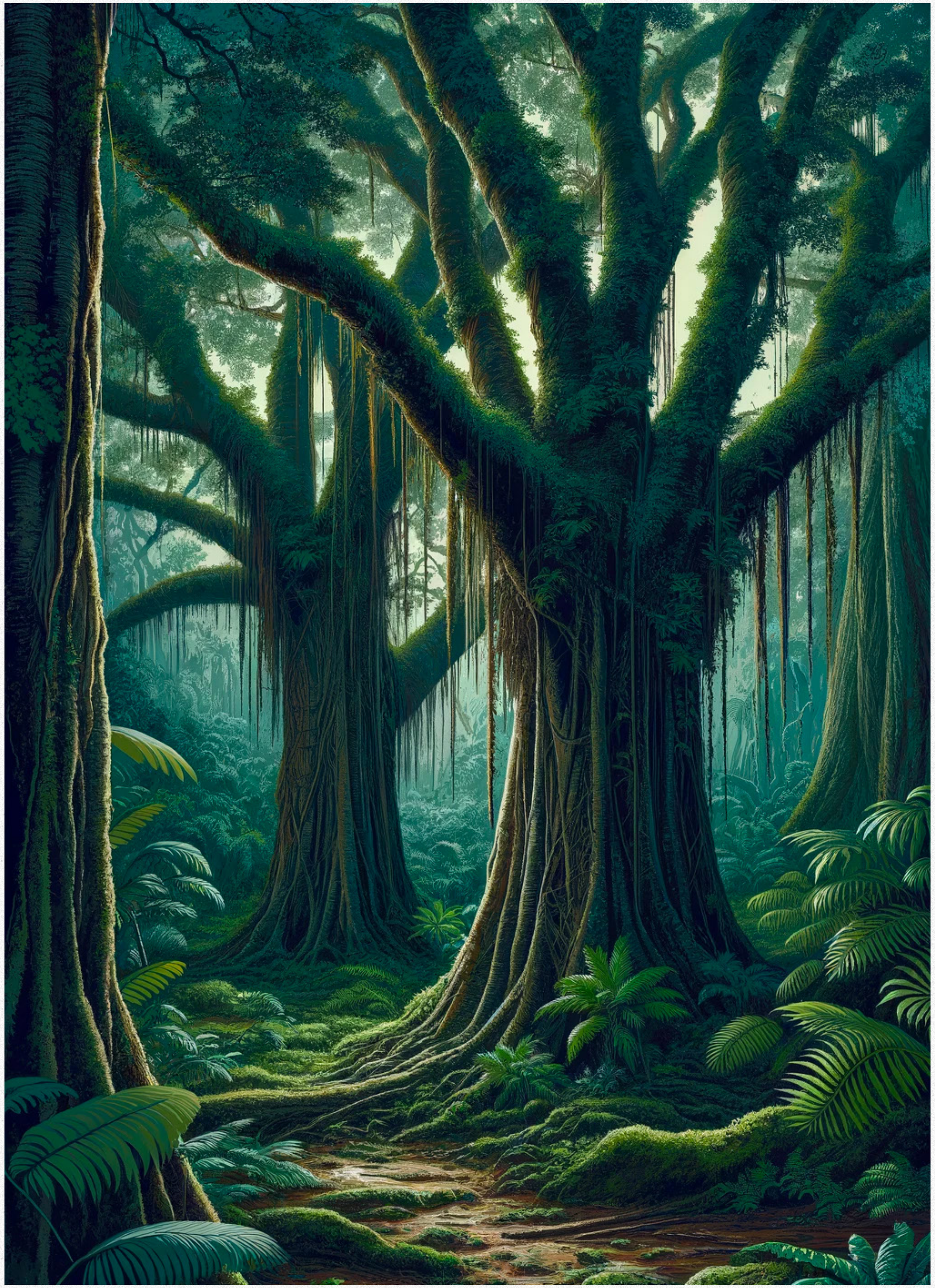
The Clearing, a large open area where the T-Rex often roams. Located further into the paddock, it provides a clear view of the dinosaur but leaves little room for concealment, creating a tense and exposed environment for players.

The Forest Depths, a particularly dense part of the woodland, where visibility is significantly reduced. This area is where the T-Rex spends much of its time when not feeding, and challenges players to navigate carefully, relying on sounds and subtle clues to avoid becoming prey.

**Opportunities and Obstacles**

The Forest Depths offers opportunities for stealth and evasion, challenging players to move quietly and stay alert to the T-Rex's presence. The thick foliage, while providing cover, also limits visibility, making it easy to walk into danger unknowingly.

The Clearing is the most direct confrontation zone with the T-Rex. Players here must weigh the risks of open observation against the dangers of being in the open. It's a perfect setting for high-tension encounters, where every decision could have significant consequences.



## *Paddock 5: Baryonyx Basin*

Baryonyx Basin is characterized by its marshy terrain, featuring an intricate network of waterways, ponds, and boggy grounds. The waterlogged landscape is interspersed with patches of firmer land, creating an irregular and challenging terrain for navigation. The banks of these water bodies are often muddy and slippery, adding to the treacherous nature of the area.

**Areas within the Paddock**

The Marshland, a vast expanse of wetlands dotted with shallow pools and dense reed beds. The ground here is soft and often unpredictable, making foot travel risky and slow.

The East River serves as the lifeline of the paddock, a winding waterway that carves its path through the marshy landscape on the eastern side of the park. This significant river is where the Baryonyx is most commonly found, taking advantage of the abundant fish that the waters offer. The river's banks are a mix of dense vegetation and muddy shores.

The Stream Network, a series of meandering watercourses that traverse the paddock off of the East River. These streams vary in depth and flow, with some areas prone to sudden flooding, after rains.

The Muddy Banks, the transitional zones between the aquatic and terrestrial areas. These regions are treacherously slippery, requiring careful movement to avoid getting stuck or slipping into deeper waters.

The Dry Uplands, slightly raised areas that offer a respite from the marshy conditions. These patches of solid ground are few and far between but essential for players seeking a break from the challenging wet terrain.

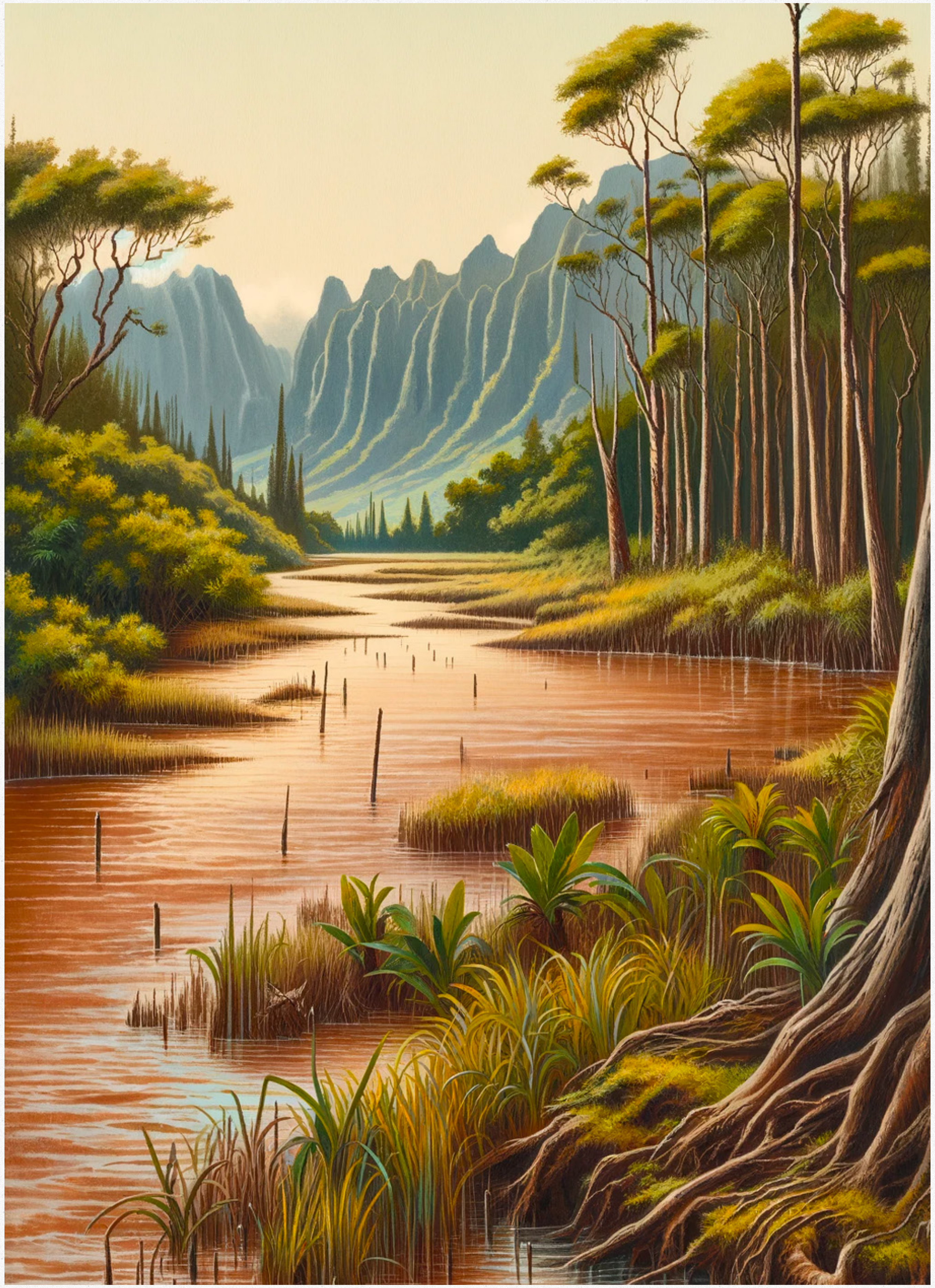
**Opportunities and Obstacles**

The Marshland offers a setting filled with hidden dangers. Players must navigate carefully, avoiding areas where the ground might give way beneath them. The dense reeds and foliage provide hiding spots for both the Baryonyx and other dangers, lending an element of suspense and surprise to the exploration.

The East River and Stream Network serve as both barriers and a pathways. Crossing these can be hazardous, but they can also lead to areas inaccessible by other means. The streams are potential sites for encountering the Baryonyx near areas where the water deepens.

The Muddy Banks are zones of transition and risk. Here, players face the dual threat of getting trapped in the mud or encountering a Baryonyx emerging from the water. Quick decision-making and careful movement are crucial in these areas.

The Dry Uplands, though limited in number, are strategic points to regroup, plan their next move, or observe the surrounding environment from a safer vantage point.



## *Paddock 6: Future Expansion*

The geography of Paddock 6 is distinctively different from the other paddocks. Because it is currently unoccupied, little development has occurred within the paddock. It is characterized by its dense, old-growth forest, creating an environment that feels primeval and untouched. The towering trees, some of which are centuries old, form a canopy so thick that it significantly reduces visibility, casting the forest floor into a perpetual twilight.

In a future expansion of Jurassic Park, several beta species are being considered for relocation to this paddock, including the Herrerasaurus and the Stegosaurus, both of which have a preference for dense forested regions. However, significant operational work will need to first occur, including clearing areas for maintenance roads and facilities.

**Areas within the Paddock**

The Ancient Grove, a cluster of the oldest and largest trees in the paddock. This area is like stepping back in time, with massive trunks and a canopy that almost completely blocks out the sky.

The Twisted Thicket, an area where the underbrush is particularly dense and tangled. Navigating through this thicket is challenging, as the path is obscured, and the dense foliage can hide potential dangers.

The Hidden Clearing, a secluded area within the forest that is surprisingly open. The clearing could be a haven for players, offering a rare spot of visibility and a chance to regroup.

The Stream bed, a dry or seasonally wet channel that winds its way through the paddock. The stream bed can serve as a natural path but also presents its own set of challenges, such as sudden drops or slippery rocks. The park's boathouse is located here, which is the only way that park staff get in or out of the paddock.

**Opportunities and Obstacles**

The dense forest of the Ancient Grove and the Twisted Thicket provides an ideal setting for suspense and exploration. The limited visibility and the sense of isolation can heighten the tension, making every step into the unknown a potential adventure or danger.

The Hidden Clearing serves as a natural stage for significant events or encounters. It could be a place for a secret meeting, a surprising discovery, or a moment of respite in the otherwise oppressive forest.

The Stream bed offers a natural guide through the dense forest but also poses its own risks. It could lead to an unexpected waterfall, a sudden drop, or even a hidden cave system, offering a mix of danger and opportunity for exploration.

## *Paddock 7: Sauropod Swamp*

The central feature of the paddock is a large, meandering river that bisects the area. Its banks are lined with lush vegetation and provide vital water resources for the sauropods and other species. The river's course creates a dynamic and ever-changing landscape, with areas prone to flooding during heavy rains.

Scattered across the paddock are several large lakes, each with its distinct ecosystem. These lakes not only serve as watering holes but also add to the diversity of the habitat, supporting a variety of plant and animal life.

The southern part of the paddock includes a bay area, which acts as a mixed-species gathering point. This location is particularly important for player interactions, as it offers opportunities to observe various dinosaur species in close proximity.

**Areas within the Paddock**

The River Delta, where the river fans out into smaller channels before reaching a larger body of water. This area is rich in biodiversity and presents a complex network of waterways for players to navigate.

The Tall Grasslands, expansive areas where the grasses grow higher than a person. These sections offer concealment but also pose the risk of unexpected encounters.

The Lakeside Clearings, open areas adjacent to the lakes. These clearings are prime spots for dinosaur sightings and interactions, offering unobstructed views of the sauropods and other species as they come to drink or feed.

The Jungle River Cruise, part of Park Drive, allows guests to explore this habitat by raft, offering close-ups of hadrosaurs and a journey through the Aviary, with plans for a Baryonyx encounter extension.

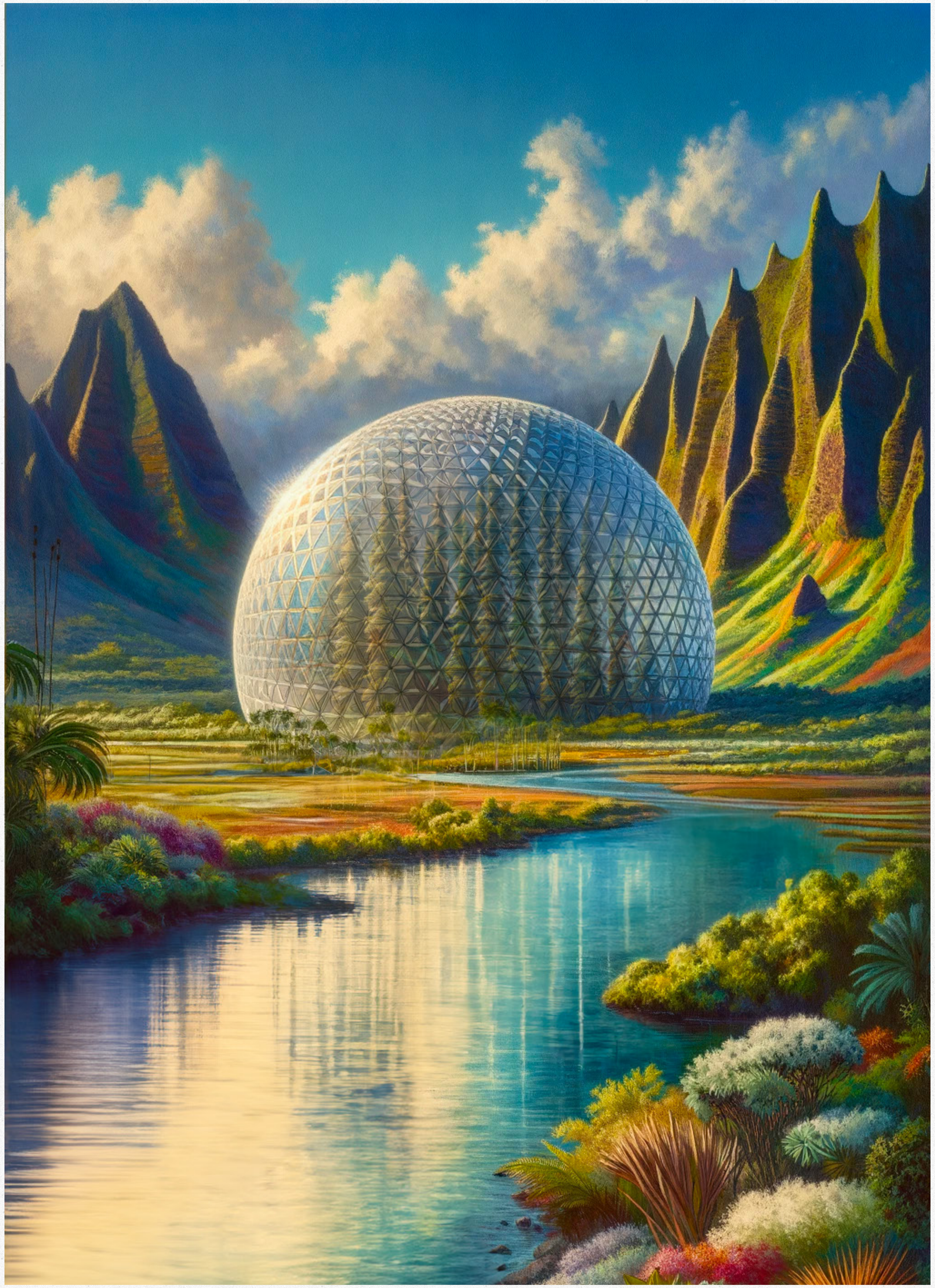
The Aviary, a unique structure housing flying reptiles. Accessible via the Jungle River Cruise or the tour track, it offers a unique vantage point from the observation platform of the under-construction Pteratops Lodge.

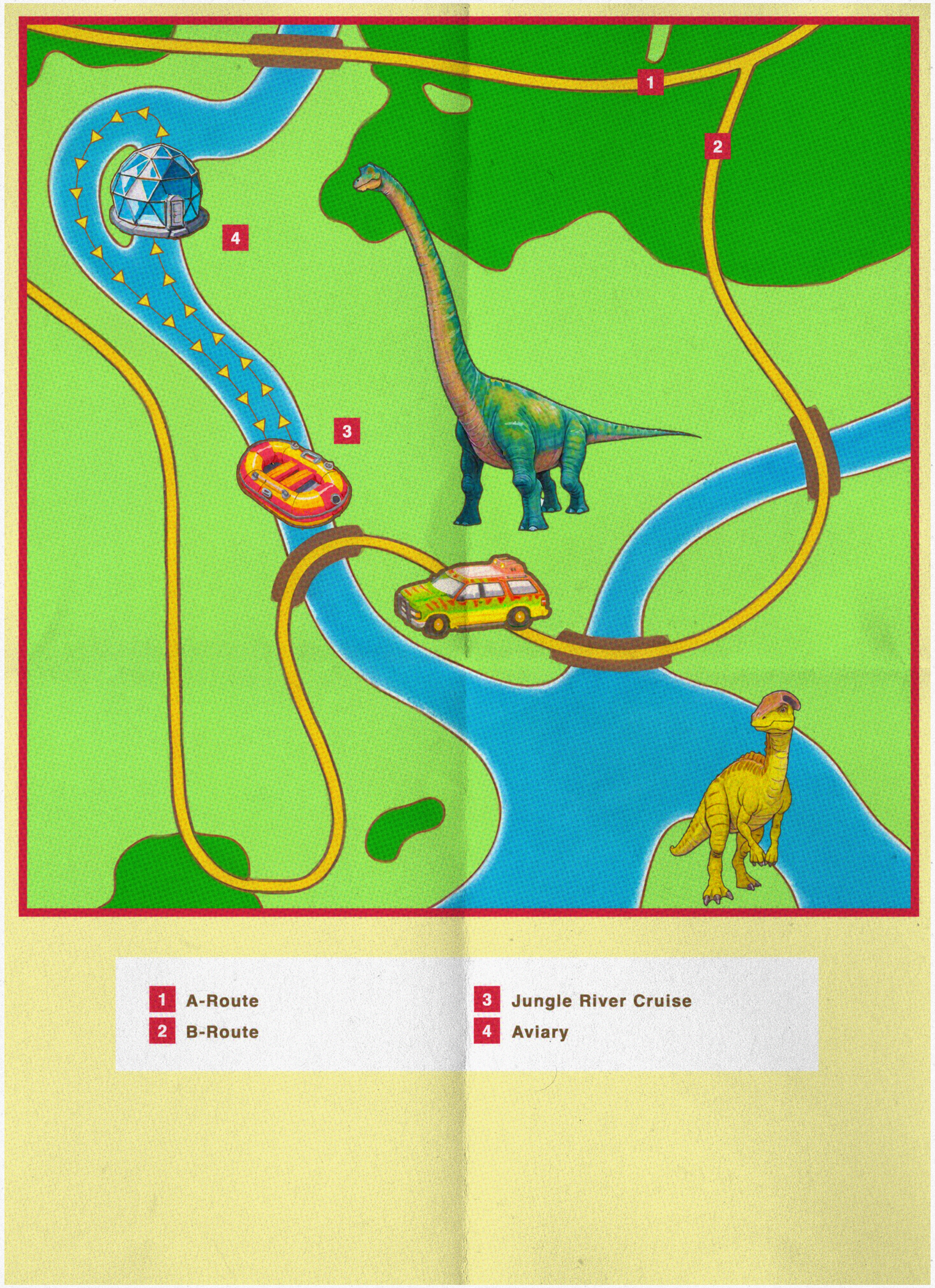
**Opportunities and Obstacles**

Navigating the river and its delta can lead to encounters with aquatic or semi-aquatic species. The changing nature of the waterways also means that the landscape can shift or flood, offering new challenges.

The tall grasslands are a double-edged sword; they provide cover for players but also conceal dangers. Moving through these areas demands caution and strategic thinking.

The Aviary allows players to interact with the pterosaurs, which are fiercely territorial and aggressive, dive-bombing guests in open areas. The Jungle River Cruise provides an aquatic perspective of the inhabitants, allowing players to move through the parks while avoiding the roads.





## *Jungle River Cruise*

Embarking on the Jungle River Cruise will offer guests an immersive experience into the prehistoric wilderness, a journey where the wonders of a long-lost world come to life. As part of the Park Drive tour, visitors have the option to take the B-route, leading them directly to this incredible attraction. The entrance hall, still echoing with the sounds of construction, opens up into a world of ancient giants, with informative exhibits about sauropods and duck-billed dinosaurs lining the walls of the education center. While the Jungle River Cruise ride itself is fully operational, the safety fencing within the Aviary portion has not yet been built.

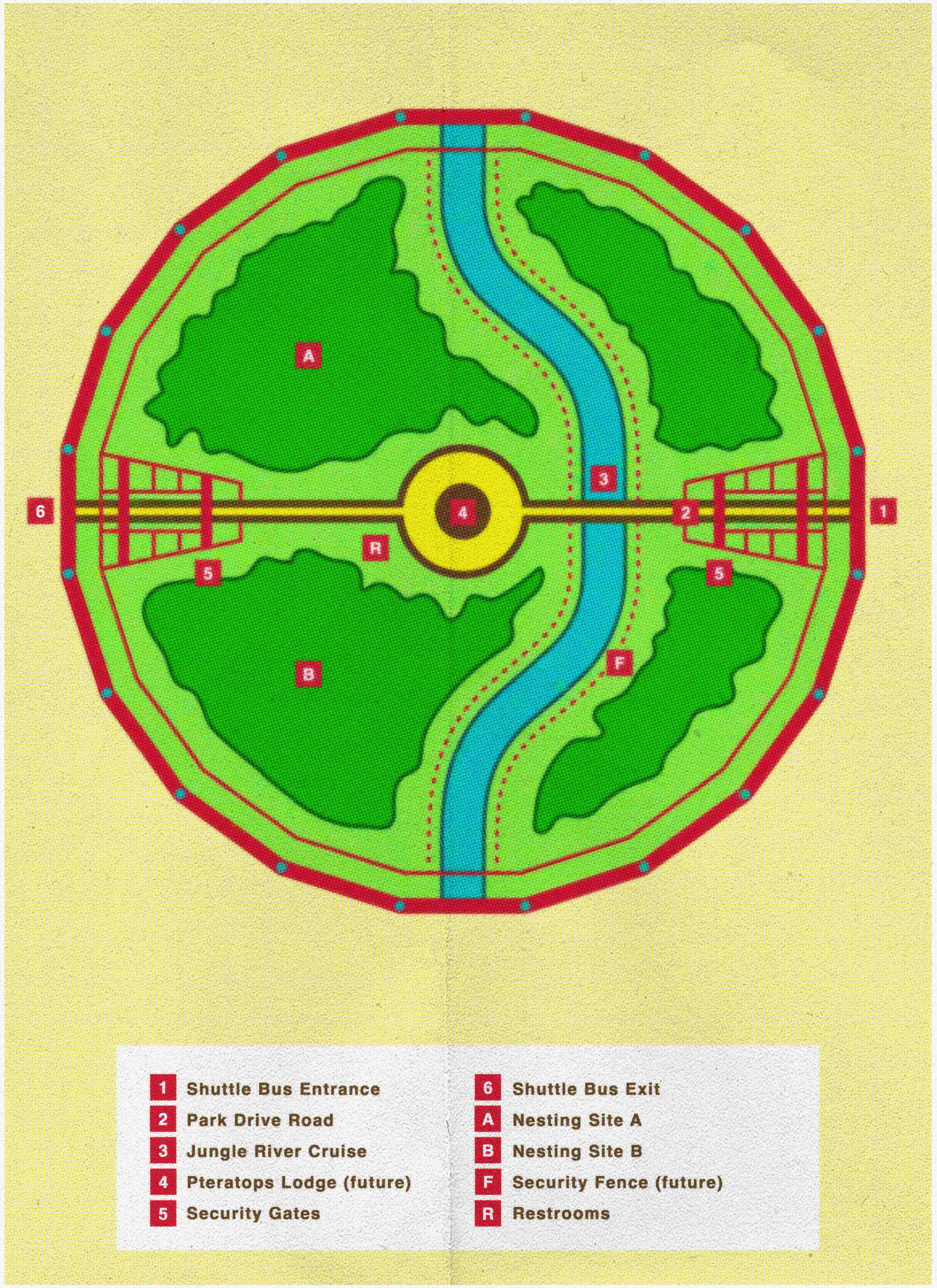
Guests will queue up to board the bright yellow electric rafts. Designed to seat up to six people, these rafts glide smoothly on an underwater guided track, carrying visitors down the meandering river that cuts through the heart of Jurassic Park. This serene waterway offers an unparalleled view of groups of hadrosaurs and brachiosauruses as they gather by the river's edge. The rafts ensure a safe, close-up experience, allowing guests to witness these creatures in their natural habitat.

As the journey continues, the rafts wind around a bend, leading into the awe-inspiring Aviary. This massive geodesic dome is a marvel of engineering, creating an expansive, free-flying environment for the park's pterosaurs. Inside, guests find themselves surrounded by a prehistoric land inhabited by ancient flying reptiles, where Pterosaurs soar above, nest on rocky cliffs, and perch atop towering evergreens. The river within the Aviary will eventually be enclosed with fencing, a necessary barrier ensuring the safety of both the winged inhabitants and the awe-struck visitors.

For those seeking an even more intimate experience with these ancient aviators, the Pteratops Lodge, still under construction, promises a unique stay. Positioned at treetop level within the Aviary, this hotel will offer guests a 360-degree view of the pterosaurs in their natural habitat, either from the comfort of their rooms or from a secure observation platform 300 feet high above the ground. Guests staying at the lodge will have the exclusive opportunity to disembark their raft rides within the Aviary.

For visitors continuing their journey out of the Aviary, the cruise loops back, rejoining the river's course and returning them to their Ford Explorer vehicles. Here, the remainder of the Park Drive tour awaits, eventually leading back to the Visitor Center.

Looking ahead, Jurassic Park plans to extend the Jungle River Cruise into the Baryonyx Basin. This expansion will provide an exhilarating close encounter with the formidable Baryonyx, viewed safely behind sturdy steel fencing, further enriching the already breathtaking river journey.



## *Aviary*

Planned to open in Autumn 1993, the Aviary houses the park's Pteranodons away from the other animals, safely contained within their own full-enclosed area withou the possibility of escape to the mainland. At the forefront of the Aviary's guest experience is the Pteratops Lodge, an ambitious project that promises to redefine immersive accommodation. This treetop hotel, still under construction, aims to provide guests with a 360-degree view of the dome's interior from the safety and comfort of their rooms.

The lodge's observation platform, perched 300 feet above the ground, will offer guests a unique perspective, allowing them to observe the intricate social dynamics and aerial acrobatics of the Pteranodons. With large floor-to-ceiling windows in every guest room and a design that harmonizes with the natural environment, the Pteratops Lodge is poised to become a sanctuary for those seeking an intimate encounter with prehistory.

The interior of the Aviary is a carefully curated woodland, where dense foliage and towering redwood trees create a vibrant ecosystem. Streams and ponds, meticulously integrated into the landscape, mimic the coastal habitats of the Pteranodons, encouraging natural behaviors such as hunting and nesting. The layout is thoughtfully designed to prevent guests from wandering into open spaces, directing them instead to multiple observation points around the central observation tower and the Park Drive experience. These vantage spots allow visitors to marvel at the Pterosaurs as they glide, dive, and interact within this prehistoric world.

The Aviary not only serves as a habitat for the Pteranodons but also as an educational platform, highlighting the importance of preservation and research once construction is complete. Through planned interactive exhibits and informative displays, visitors will gain insights into the life cycles and behaviors surrounding these magnificent creatures and how careful containment is their key to a thriving future.

Access to the Aviary is a journey in itself, with two distinct pathways laid out for visitors. The A-route offers direct entry to the Aviary and Pteratops Lodge, inviting guests to immerse themselves in the world of flying reptiles. Alternatively, the optional B-route via the Jungle River Cruise provides a serene approach, guiding visitors through the island's waterways and into the heart of the Aviary. This dual-access approach ensures that all visitors, regardless of their chosen path, have the opportunity to witness the grace and beauty of the Pteranodons in flight.

# THE ANIMALS

# SOMETHING REAL

*"We had a wee trapeze, and a merry-go... carousel and a seesaw. They all moved—motorized of course—but people would say they could see the fleas. 'Oh, I see the fleas, mummy! Can't you see the fleas?'"*

— JOHN HAMMOND

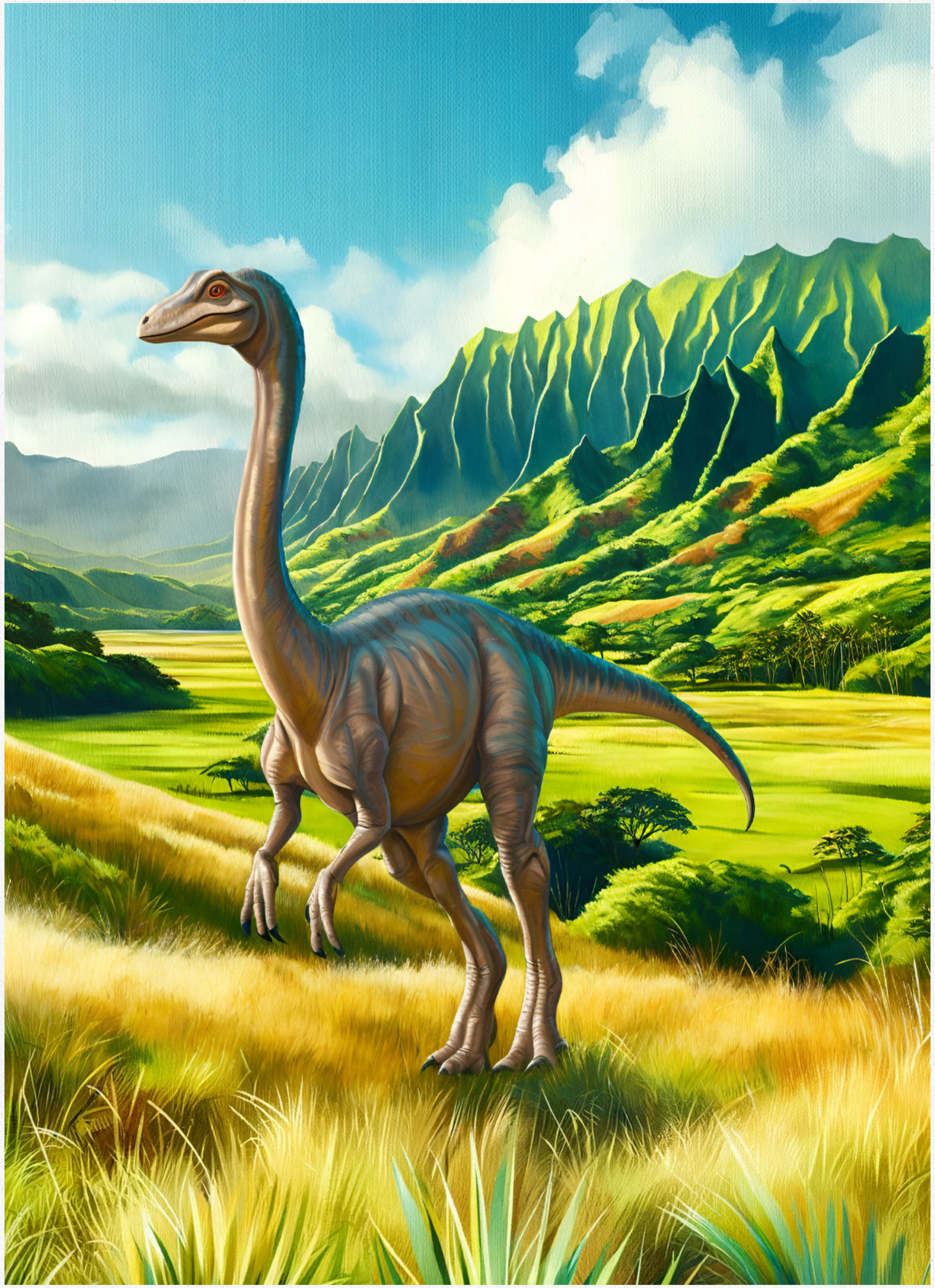
## *Authenticity*

**Version Control**
Jurassic Park's all-female dinosaurs, while not exact replicas of their ancient counterparts, represent a continuous scientific endeavor to recreate the past. Their DNA, patched with genes from modern amphibians, reptiles, and birds, undergoes constant refinement, making each dinosaur a living testament to evolving genetic engineering research. Each new version represents a step closer to InGen's understanding of their true prehistoric forms.

**Dinosaur Behavior**
The behaviors of these dinosaurs are a fusion of scientific analysis and conjecture. Without living models, researchers rely on fossil evidence, modern animal behavior, and theoretical frameworks to infer how these creatures might have learned to act in their natural habitats. Thus, the behaviors of animals in the park, while informed, may not fully mirror their true ancient characteristics. This blend of fact and hypothesis adds a layer of intrigue, offering guests a glimpse into what might have been the life of these extinct giants.

**Park Habitats**
The park's habitats are carefully constructed approximations of the dinosaurs' original ecosystems. Faced with the challenge of representing different geological periods on one island, the team combines scientific data and creative ingenuity to craft each environment. These habitats, from climate to vegetation, are designed to echo the ancient world, yet they are based on incomplete knowledge and are, therefore, educated approximations of the dinosaurs' natural settings.

**Bridging Eras**
Moreover, Jurassic Park presents an unprecedented scenario where dinosaurs from different eras coexist. This arrangement, while scientifically inaccurate to their original living conditions, provides a unique opportunity for guests to observe a variety of dinosaurs in one shared environment. It's a fascinating blend of historical fact and imaginative reconstruction, allowing guests to experience a diverse array of dinosaurs interacting in ways never seen in natural history.



# GALLIMIMUS

The Gallimimus, known for their remarkable speed and social dynamics, have a herd of 24 individuals, including both adults and juveniles.

**Physical Traits and Abilities**
Standing about 2 meters high at the hip and stretching up to 6 meters in length, Gallimimus weigh approximately 440 to 500 kilograms. These dinosaurs are characterized by their long legs, slender bodies, and flexible necks, adaptations that facilitate their remarkable agility and speed.

**Diet and Feeding Behavior**
Omnivorous by nature, Gallimimus feed on insects, small animals, and various plant materials. Their diet in the park is supplemented to ensure nutritional balance, and they are often seen foraging in groups, using their agility to catch quick prey or graze on vegetation.

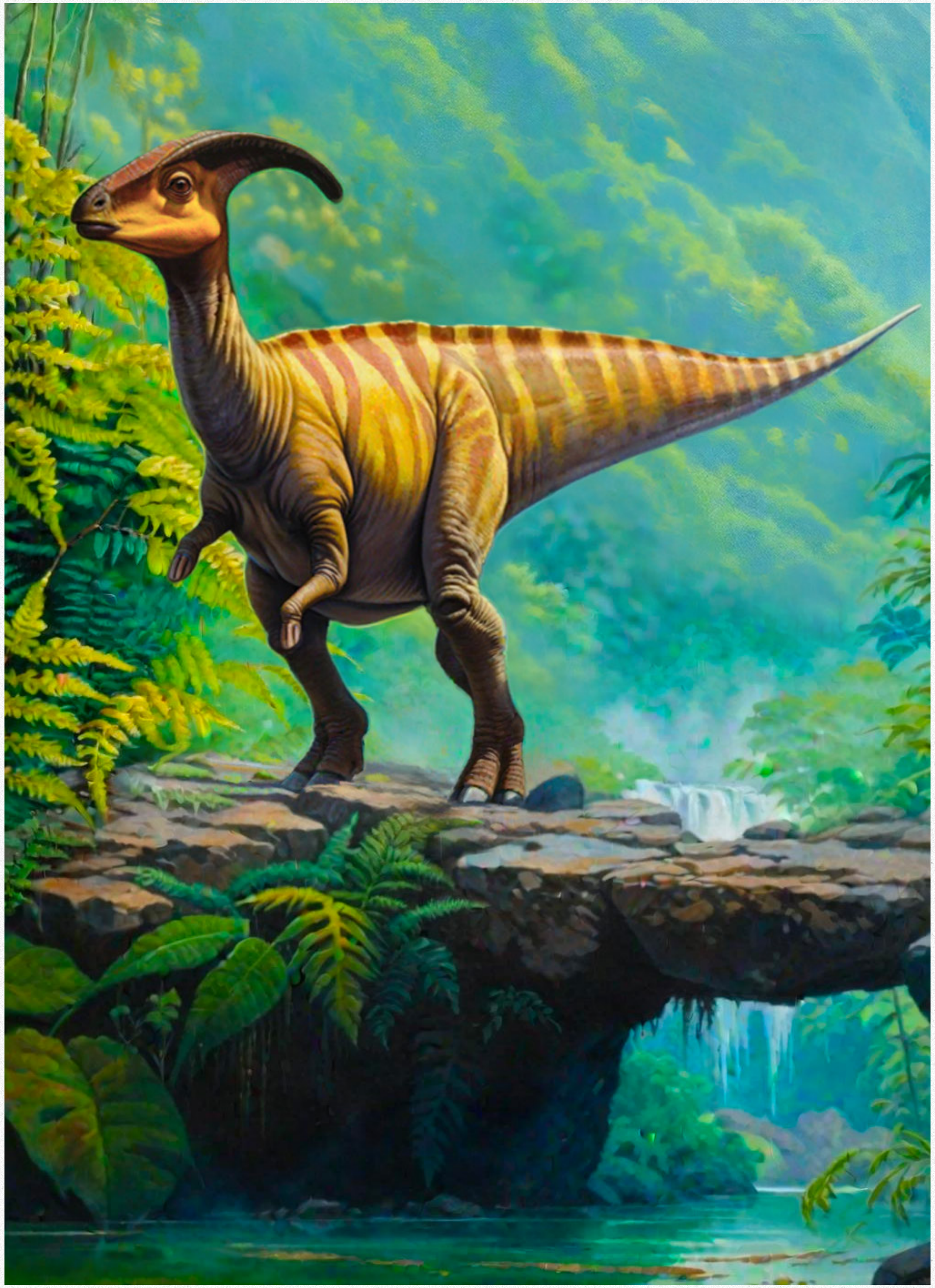
**Social Behavior**
Gallimimus exhibit intricate social structures within their herds. Led by a dominant individual, they communicate using an array of vocalizations and body movements. Their herding behavior is a critical aspect of their survival, aiding in both foraging efficiency and predator evasion.

**Habitat and Preferred Environments**
Paddock 1, designed for Gallimimus, consists of vast open fields that allow these dinosaurs to fully utilize their speed. The environment mimics their natural habitat with minimal obstructions, providing clear visibility and space for their dynamic movements.

**Interaction and Defense Strategies**
While not aggressive, the sheer speed and size of a Gallimimus herd can pose inadvertent risks to park staff. Employees are advised to maintain a safe distance, especially when the herd is active or startled, to avoid being accidentally trampled.

**Attack Patterns**
A Gallimimus might harm humans through accidental trampling during stampedes, collisions from high-speed movements, or defensive kicks if threatened. These scenarios, stemming from their natural behaviors and physical traits, pose risks of serious injuries like trampling, broken bones, or lacerations.

**Movement and Speed**
Gallimimus are renowned for their exceptional speed, capable of swift and coordinated movement patterns. In the face of danger, they employ these skills for defense, initiating stampedes or evasive maneuvers that can confuse and overwhelm potential threats.



# PARASAUROLOPHUS

The Parasaurolophus, an iconic herbivorous dinosaur, is celebrated for its unique cranial crest, residing in Jurassic Park with 15 individuals, including adults and juveniles, sharing a harmonious habitat with the massive but gentle Brachiosaurus.

**Physical Traits and Abilities**

Parasaurolophus stand approximately 4 meters tall at the hip and can reach lengths of up to 10 meters. They weigh between 2.5 to 3.5 tons. Their most distinctive feature is the large, tubular crest on their heads, used for both auditory and visual displays. These dinosaurs also possess strong necks, aiding in their defense and foraging.

**Diet and Feeding Behavior**

As herbivores, Parasaurolophus primarily consume leaves, fruits, and seeds. In the park, they graze on a diverse range of plant life within their enclosure, supplemented with a specially formulated diet to ensure proper nutrition.

**Social Behavior**

Living in groups, Parasaurolophus demonstrate strong herding behaviors. They communicate using varied sounds, believed to be amplified by their crests, enhancing social interaction within the herd and contributing to a serene atmosphere in their habitat.

**Habitat and Preferred Environments**

Their habitat in the park includes expansive open fields, shared with Brachiosaurus, providing ample space for roaming, foraging, and socializing. These fields are equipped with communal watering holes, fostering a peaceful coexistence between species.

**Interaction and Defense Strategies**

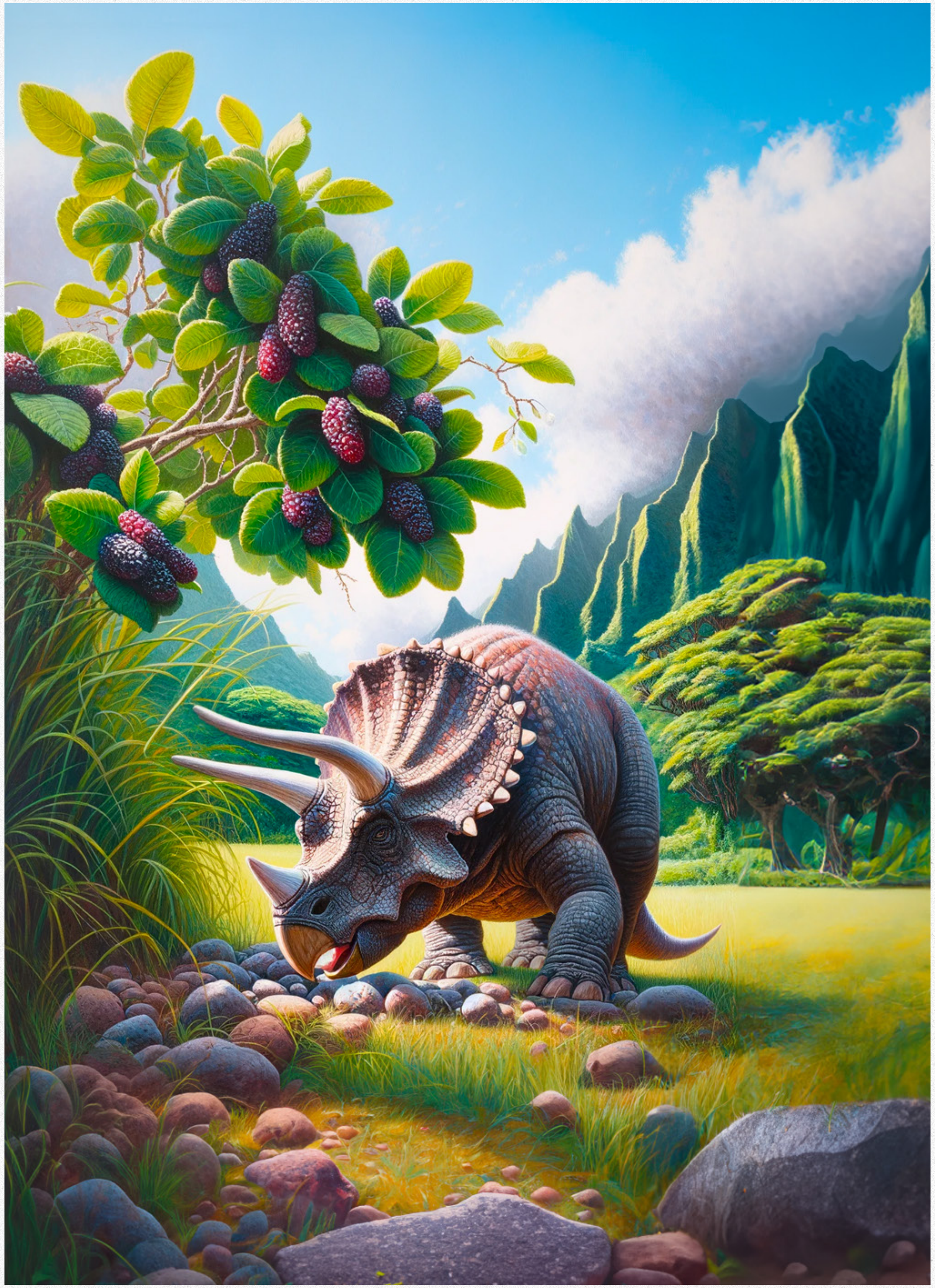
Although generally docile, Parasaurolophus can be formidable when threatened, using their powerful legs and tails for defense. Their strong necks and cranial crests play a role in both defense and dominance displays. Park staff are advised to approach with caution, maintaining a safe distance, especially during herd movements.

**Attack Patterns**

Parasaurolophus may harm through defensive tail strikes, powerful kicks, or using their crests as ramming tools. These actions can cause serious injuries to humans or other dinosaurs, including broken bones or concussions, due to their size and strength.

**Movement and Speed**

Parasaurolophus are capable of moving with surprising speed, especially when using their crests as a ramming tool against threats. They exhibit agility that belies their size, able to maneuver quickly within their environment.



# TRICERATOPS

The Triceratops is a prehistoric icon known for its three-horned face and large bony frill. There are three adult Triceratops in the park.

**Physical Traits and Abilities**
Triceratops are massive, reaching up to 3 meters in height at the shoulder and 9 meters in length from snout to tail. They weigh between 6 to 12 tons, making them one of the park's larger herbivores. Their most notable features include a trio of horns – two above the eyes and one on the nose – and a large, protective frill at the back of the head. These physical attributes are also used in intra-species communication and dominance displays.

**Diet and Feeding Behavior**
As herbivores, Triceratops primarily feed on ferns, cycads, and other low-lying plants. Their enclosure in the park is populated with a variety of vegetation to cater to their natural foraging behavior, supplemented with nutrient-rich pellets to ensure a balanced diet.

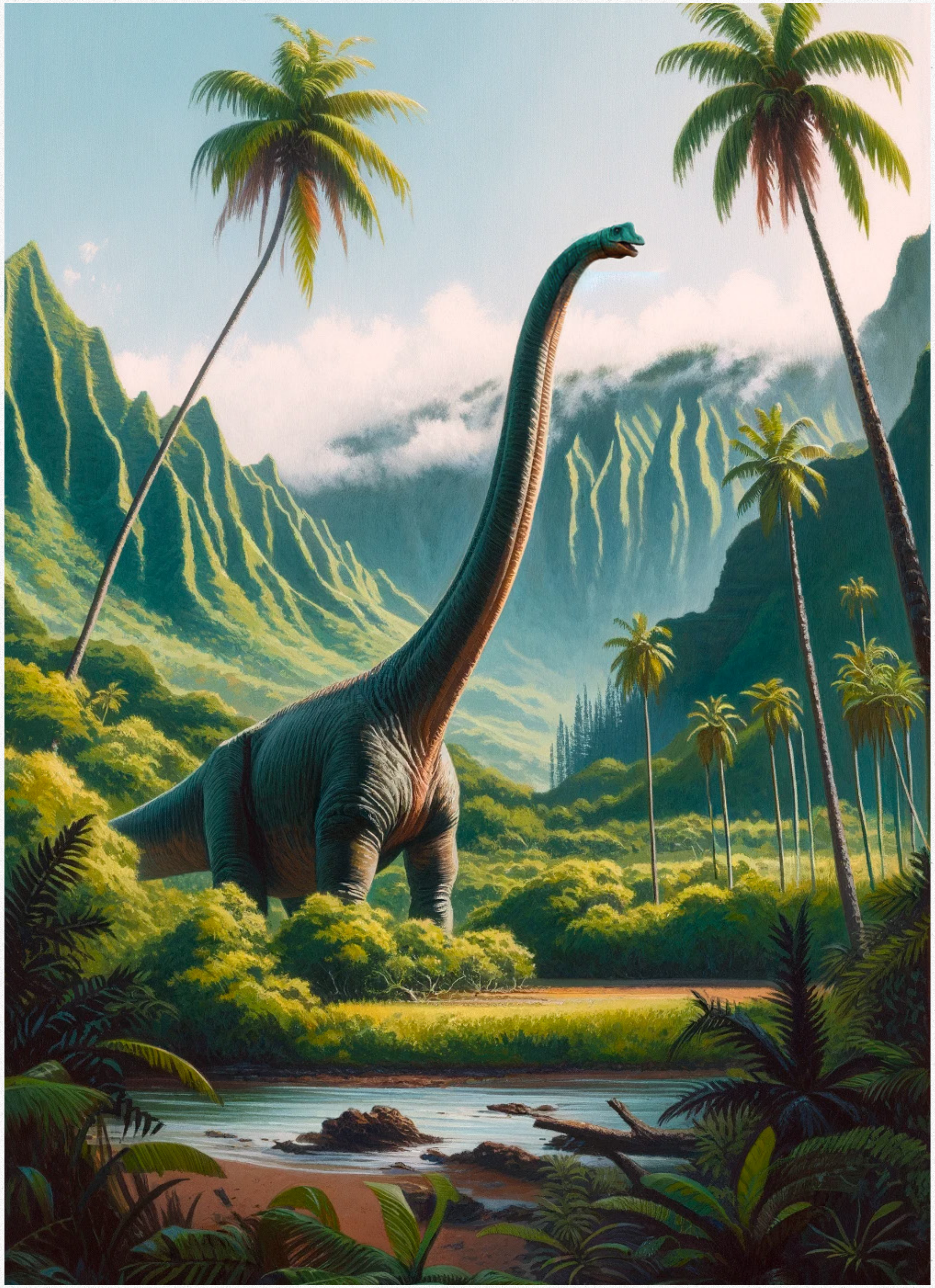
**Social Behavior**
Triceratops exhibit social tendencies, often forming close-knit groups. Although the park houses only three individuals, these dinosaurs demonstrate protective behaviors towards each other and show signs of distress when separated. Their social interactions include the use of horns and frills for communication within the group.

**Habitat and Preferred Environments**
Residing in Paddock 3, the Triceratops habitat is designed to mimic open woodlands and plains similar to their natural environment during the Late Cretaceous period. The enclosure offers ample space for their large size and allows for natural social and foraging activities.

**Interaction and Defense Strategies**
Despite being herbivorous, Triceratops can be dangerous, particularly when threatened. They use their horns effectively in defense, capable of charging and goring perceived threats. Park staff are advised to maintain a safe distance, never entering the enclosure without a vehicle and observing from a secure position.

**Attack Patterns**
Triceratops may charge at threats, using their horns and bulk effectively. Capable of goring or overturning vehicles, they pose a significant risk when provoked.

**Movement and Speed**
Triceratops are robust and can move surprisingly quickly, especially when charging. Their agility, combined with their formidable horns and strength, makes them capable of breaching standard fences. Recognizing aggressive postures and understanding when to retreat is crucial for park safety.



# BRACHIOSAURUS

The Brachiosaurus is renowned for its size and gentle demeanor, with a herd of six individuals, including both adults and juveniles.

**Physical Traits and Abilities**
Standing at a staggering 40 feet at the shoulder, with their necks raising their height even further, Brachiosaurs are among the largest dinosaurs, measuring approximately 85 feet in length and weighing around 50 tons. They are characterized by their elongated necks, used for reaching high vegetation, and a bulky body supported by sturdy, pillar-like legs.

**Diet and Feeding Behavior**
As strict herbivores, Brachiosaurs favor leaves from coniferous trees, ginkgos, and other tall flora. Their diet is supplemented to ensure all nutritional needs are met. They typically feed on high-growing vegetation, using their long necks to reach food sources unavailable to other herbivores.

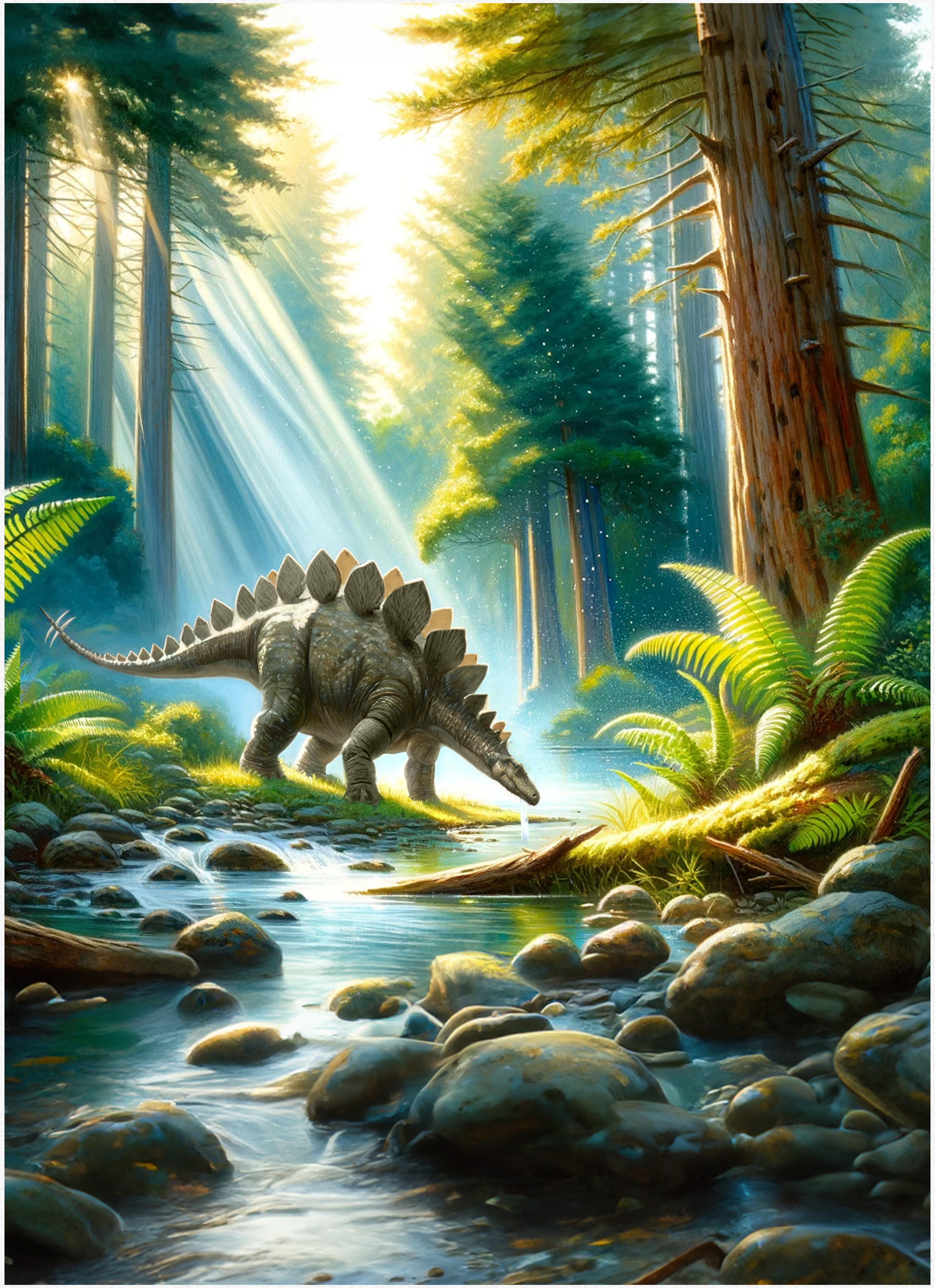
**Social Behavior**
Brachiosaurs exhibit strong herding behavior, essential for their emotional well-being. They communicate using low-frequency sounds that resonate over long distances. This herd structure provides them with both security and necessary social interaction.

**Habitat and Preferred Environments**
Their enclosure, Paddock 7, is designed to mimic the Brachiosaurus' natural habitat from the Mesozoic era. It contains tall flora and spacious areas, allowing them to feed naturally and exhibit typical behaviors. The paddock's design accommodates their massive size and social nature.

**Interaction and Defense Strategies**
Despite their peaceful nature, Brachiosaurs' sheer size can pose risks. Employees are advised to maintain a safe distance, especially during feeding times. Their tails, while not typically used for aggression, can be powerful weapons if the dinosaur feels threatened.

**Attack Patterns**
While typically gentle, a threatened Brachiosaurus might swing its massive tail, delivering a forceful blow. Their immense size alone can inadvertently cause harm, especially if a person is caught underfoot or in the path of their slow but powerful movements.

**Movement and Speed**
The Brachiosaurus moves with a deliberate, slow pace, befitting its size. They are capable of powerful movements, particularly with their tails, which can deliver substantial force. Park staff should always be aware of their movements, especially when performing maintenance or health checks within the enclosure.



# STEGOSAURUS

The Stegosaurus herd is not yet on version 1.0, actively ongoing genetic refinement and observation by the park's scientists in anticipation of being moved into the paddocks.

**Physical Traits and Abilities**
The Stegosaurus, a prehistoric marvel, stands out with its distinctive row of large, bony plates along its back and a tail adorned with four large spikes. These dinosaurs typically reach about 4 meters in height and can grow up to 9 meters in length, weighing around 5 to 7 tons. Their physical build includes a small head, a bulky body, and strong, pillar-like legs, supporting their significant weight.

**Diet and Feeding Behavior**
Primarily herbivorous, Stegosaurus feed on low-lying shrubs and vegetation, including ferns and cycads. Their temporary enclosure is rich in such flora, supplemented with additional nutrients to cater to their dietary needs. They are often seen grazing in their preferred woodland habitat, using their beak-like mouths to strip leaves.

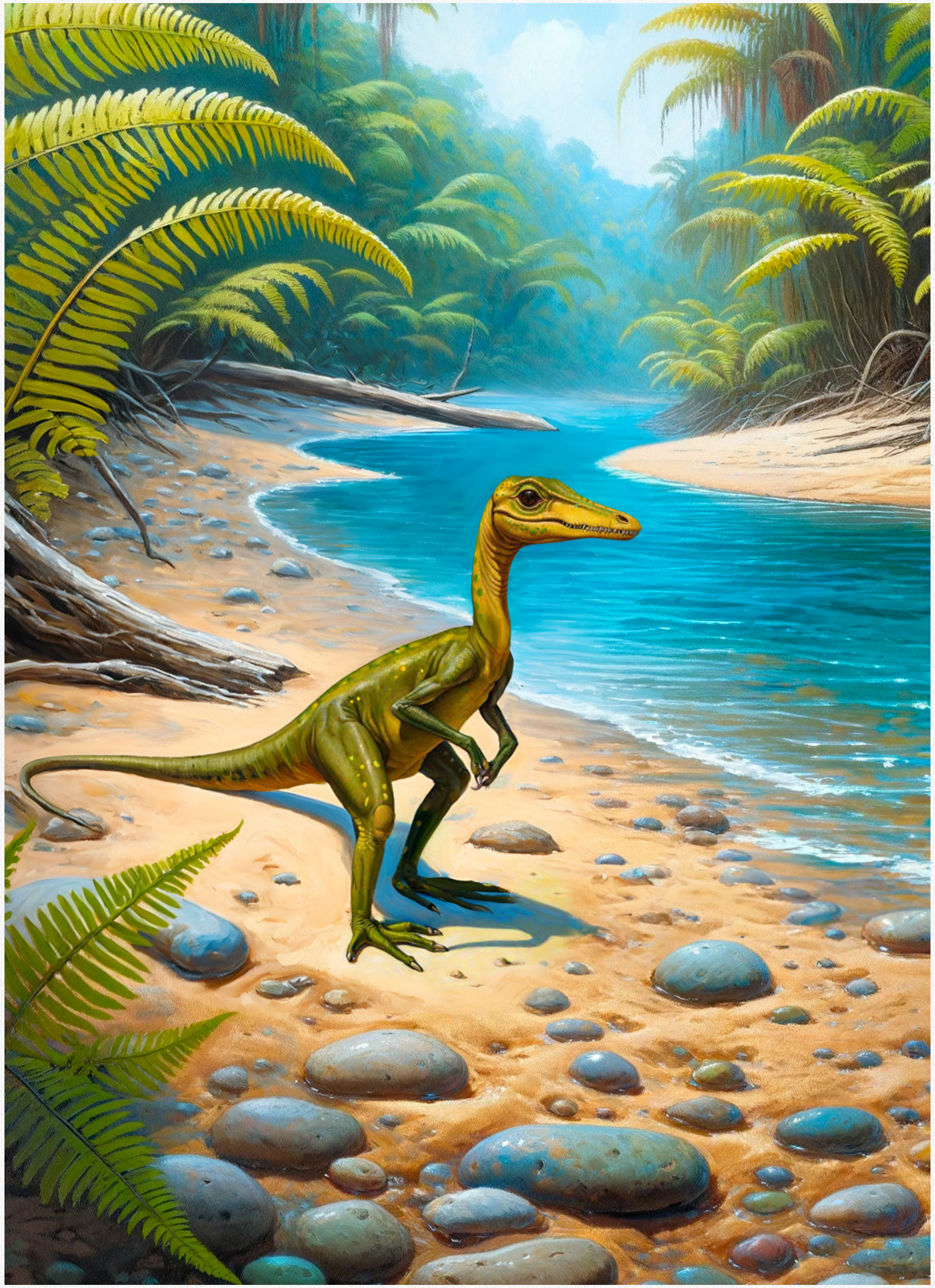
**Social Behavior**
Stegosaurus are known to exhibit social tendencies, often seen in small groups. They communicate with each other using a combination of vocalizations and physical displays involving their plates and tail spikes. These play a crucial role in establishing social hierarchies and maintaining group cohesion.

**Habitat and Preferred Environments**
Their temporary enclosure, designed to replicate their natural Mesozoic woodland habitat, offers a mix of dense vegetation and open spaces. This environment allows them to forage comfortably and exhibit natural behaviors. The enclosure is carefully monitored to ensure it meets their specific ecological needs.

**Interaction and Defense Strategies**
While generally docile, Stegosaurus can be formidable when threatened. Their primary defense involves the use of their spiked tails, capable of delivering powerful blows. Extreme caution should be exercised when near these dinosaurs, especially during feeding.

**Attack Patterns**
A Stegosaurus may swing its spiked tail with significant force, capable of causing serious injury or damage. This natural weapon is used both against perceived threats and in intra-species conflicts within the herd.

**Movement and Speed**
Despite their size, Stegosaurus are capable of quick, forceful movements, particularly when using their tail spikes. Their movement patterns are generally slow and deliberate, but they can react swiftly when provoked or startled, making them unpredictable at times.



# COMPSOGNATHUS

The Compsognathus, commonly known as "compys," are the smallest yet one of the most numerous dinosaurs in Jurassic Park, with a flock of 28 individuals exhibiting swift movements and gregarious behaviors.

**Physical Traits and Abilities**
Standing merely 0.3 meters tall at the hip and reaching lengths of up to 1 meter, these diminutive dinosaurs weigh between 2.5 to 4.5 kilograms. Despite their small stature, Compys are known for their agility and quickness, which aid in their scavenging activities.

**Diet and Feeding Behavior**
Compys are omnivorous, primarily functioning as scavengers within the park's ecosystem. Their diet consists of small animals, insects, carrion, and occasional plant matter. In groups, they effectively scavenge, maintaining the balance of the park's ecosystem.

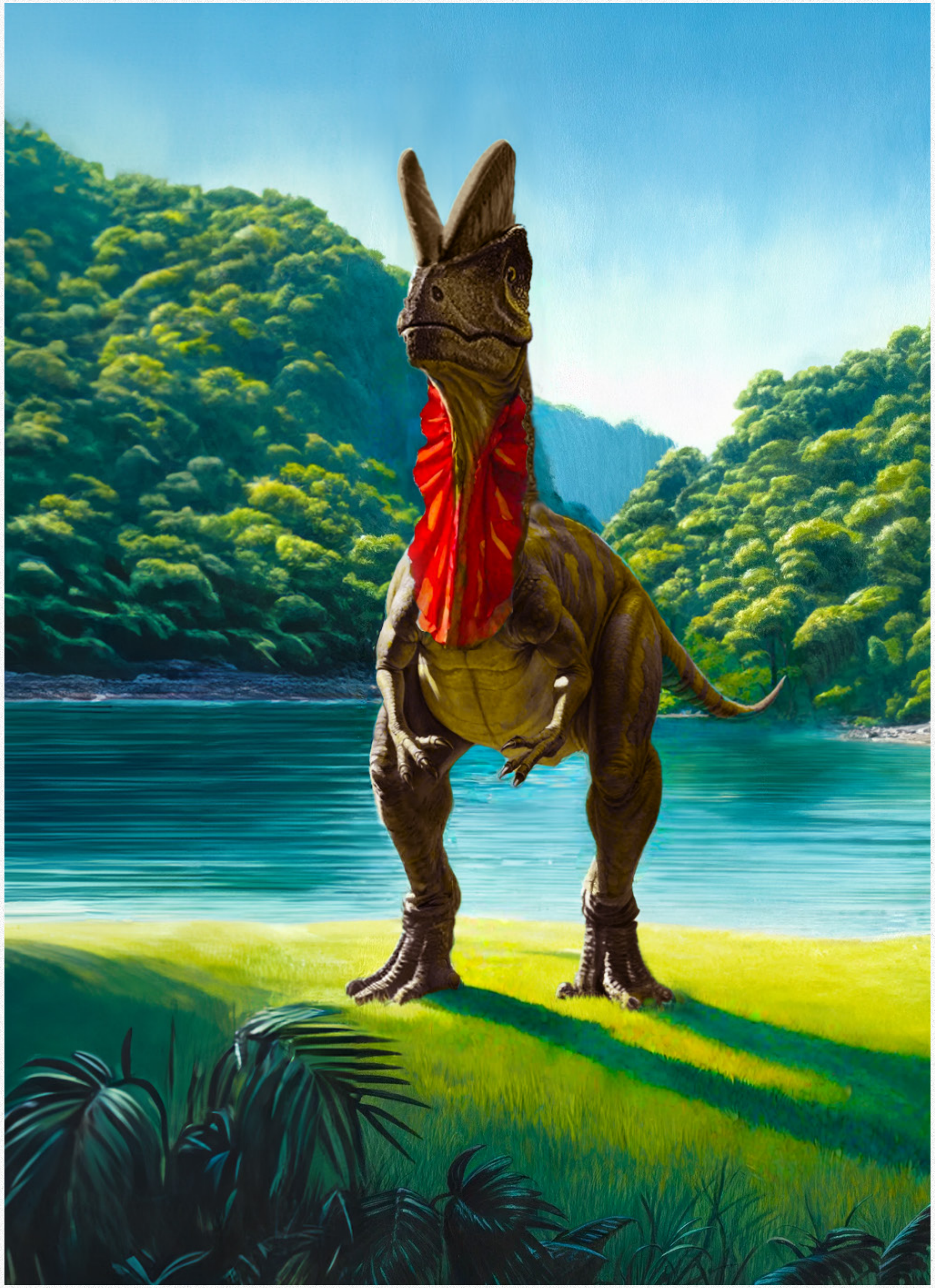
**Social Behavior**
These dinosaurs exhibit a complex social structure, often seen moving and coordinating in flocks. Communication among Compys involves a series of chirps and hisses, particularly noticeable during collective feeding or scavenging activities.

**Habitat and Preferred Environments**
Contrasting with larger dinosaurs, Compys are allowed free roam across the park, aiding in their role as ecosystem scavengers. This liberty necessitates constant awareness from park staff and visitors, as Compys can appear in virtually any location across the island.

**Interaction and Defense Strategies**
While not typically aggressive towards humans, Compys can be a nuisance, especially in large numbers. They exhibit curiosity towards shiny objects and unfamiliar items, which can lead to minor property damage or injuries. Their defense mechanism relies on swarming in numbers, overwhelming larger predators or competitors with fast, coordinated movements. In rare cases, compys can be known to exhibit swarm behavior where the entire flock overwhelms larger prey.

**Attack Patterns**
Compys may swarm a target in large numbers, using their agility and speed to overwhelm. They can nip and bite, causing multiple small injuries that can escalate in severity, and have a mild venom that wears off quickly on larger animals and humans.

**Movement and Speed**
Compys are incredibly agile, capable of rapid and coordinated movements that enable them to evade larger predators or capture prey. Their small size and speed make them elusive and challenging to contain, requiring constant vigilance from park employees.



# DILOPHOSAURUS

The Dilophosaurus, known for its distinctive twin crests and venom-spitting ability, is a medium-sized carnivore. There are five Dilophosaurus in the park, including two adults and three juveniles.

**Physical Traits and Abilities**

An adult Dilophosaurus measures about 6 meters in length and stands 2 meters tall at the hip, weighing between 300 to 400 kilograms. Its most notable features are the twin crests adorning its head and a brightly colored neck frill. Unique among dinosaurs, it possesses the ability to spit a tar-like venom, used primarily as a defensive mechanism.

**Diet and Feeding Behavior**

The Dilophosaurus primarily preys on smaller dinosaurs, reptiles, and fish. It employs a stalking and ambush strategy, adeptly using dense vegetation as cover. This method makes encounters with the Dilophosaurus sudden and unpredictable, particularly in areas with thick plant life.

**Social Behavior**

These dinosaurs exhibit solitary behaviors, with adults being notably territorial. Juveniles show more curiosity, which can sometimes lead to closer encounters with park vehicles or pathways. Dilophosaurus communicates using various vocalizations but does not display pack hunting behaviors.

**Habitat and Preferred Environments**

Located in Paddock 2, the Dilophosaurus habitat is rich in dense vegetation and features several water sources such as rivers and artificial ponds. This environment is carefully designed to reduce territorial disputes and mimic their natural habitat.

**Interaction and Defense Strategies**

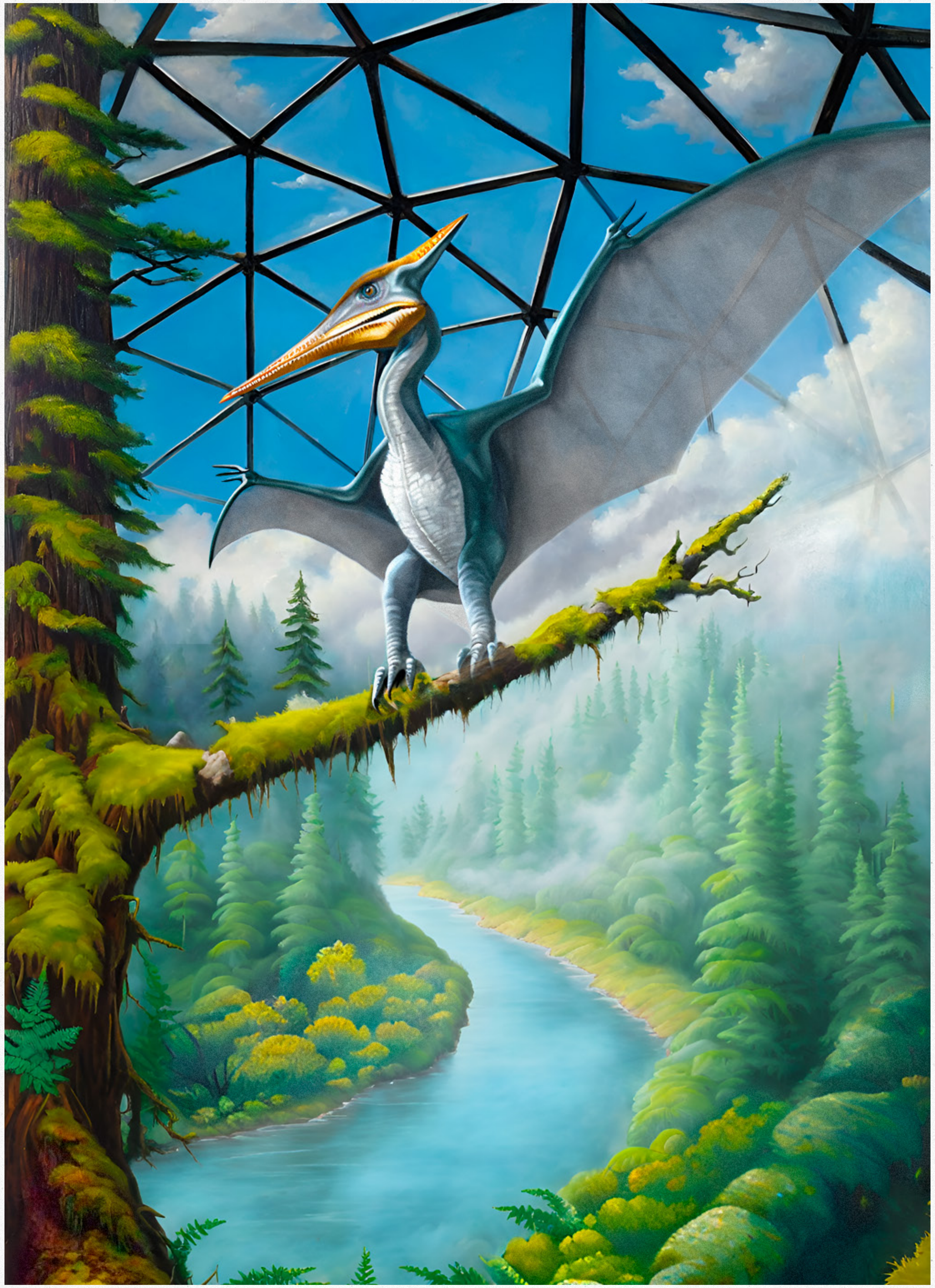
In the event of an encounter, avoiding direct confrontation and seeking cover or using distractions is advised. Staying inside a Park Drive vehicle provides safety. If exposed to its venom, which can cause temporary blindness and disorientation, immediate medical attention is necessary.

**Attack Patterns**

Dilophosaurus may launch surprise attacks from dense vegetation, using agility for swift strikes. Venom spitting is a key defense, aiming for the face to disorient targets.

**Movement and Speed**

The Dilophosaurus is known for its agility and quick movements, especially effective during its ambush attacks. Its speed is particularly notable when emerging from cover, which park visitors should be wary of, especially in environments conducive to its hunting style. The Dilophosaurus tends to give up pursuit quickly if its initial attack fails.



# PTERANODON

The Pteranodon, a majestic genus of pterosaurs, have eight individuals currently housed, showcasing ancient aerial grace.

**Physical Traits and Abilities**

These flying reptiles boast an impressive wingspan of up to 7 meters and stand about 2 meters tall, owing to their elongated legs. They weigh between 20 to 45 kilograms, making them substantial yet agile flyers. Notable for their long, pointed beaks and large wings, Pteranodons are adept at both soaring and quick maneuvers in the air.

**Diet and Feeding Behavior**

Pteranodons are predominantly piscivorous, feeding on fish which they skillfully catch from the Aviary's central water feature. This diet is supplemented within the park to ensure nutritional balance and to encourage their natural hunting behaviors.

**Social Behavior**

These creatures are inherently social, engaging in complex behaviors such as coordinated flight and nesting rituals. They communicate using a series of distinctive clicks and calls, contributing to the unique ambiance of the Aviary. Observations suggest a social hierarchy influenced by age and size.

**Habitat and Preferred Environments**

The Aviary's interior is designed to emulate coastal cliffs, providing a naturalistic setting for the Pteranodons. It includes a variety of perching options and a large central water body for fishing, along with materials suitable for nesting. The structure of the Aviary is reinforced to withstand the Pteranodons' powerful wing beats.

**Interaction and Defense Strategies**

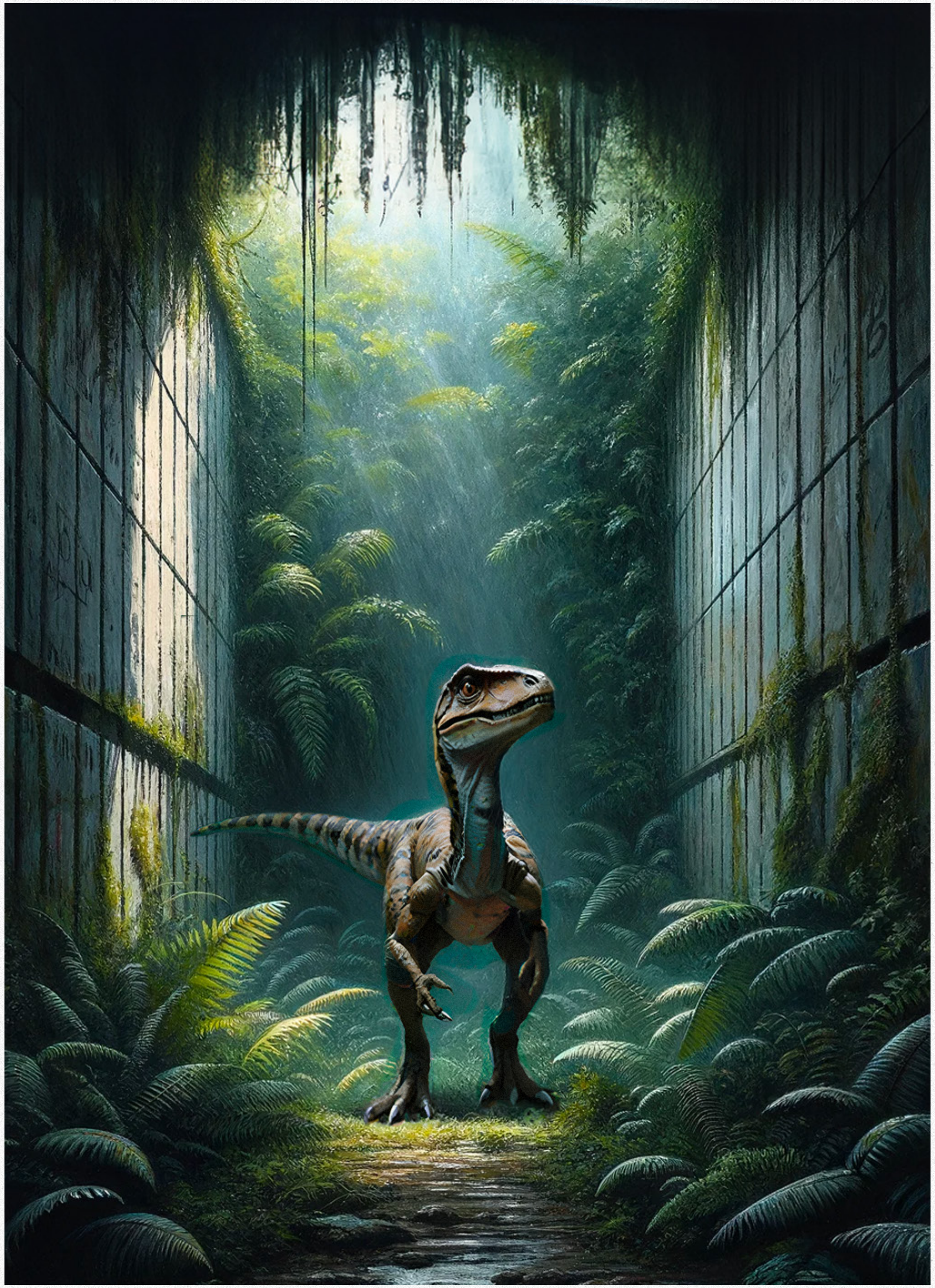
Due to their size and aerial agility, Pteranodons can pose a risk, especially when in flight. Their beaks, while primarily used for fishing, can cause injury. Interaction guidelines emphasize observation from a distance, minimizing disturbance to these sensitive creatures. The Pteranodons have been known to attack workers during the Jungle River Cruise construction process.

**Attack Patterns**

Pteranodons may dive from the sky, using their pointed beaks as weapons. In close encounters, they can lash out with beaks or wings, especially if their nest is threatened.

**Movement and Speed**

In flight, Pteranodons exhibit remarkable agility, capable of swift turns and elegant gliding. Their aerial prowess is a key defense mechanism, allowing them to quickly evade threats. On land, their movement is less graceful but still effective, using their wings for balance and short bursts of speed.



# VELOCIRAPTOR

The Velociraptor is an infamous carnivorous dinosaur, currently with three highly-intelligent adult individuals known for their problem-solving skills and pack hunting tactics.

**Physical Traits and Abilities**
Standing 1.6 meters tall and measuring 2 meters in length, Velociraptors weigh between 15 to 20 kilograms. They are distinguished by their sharp, retractable rear claws and lithe build, facilitating their reputation as agile and lethal predators. Their intelligence is notable, often demonstrated through complex problem-solving and adaptive behaviors.

**Diet and Feeding Behavior**
Their diet in the park includes large live animals such as cattle, safely lowered into their pen to simulate natural hunting conditions. This feeding strategy helps maintain their predatory instincts and physical health.

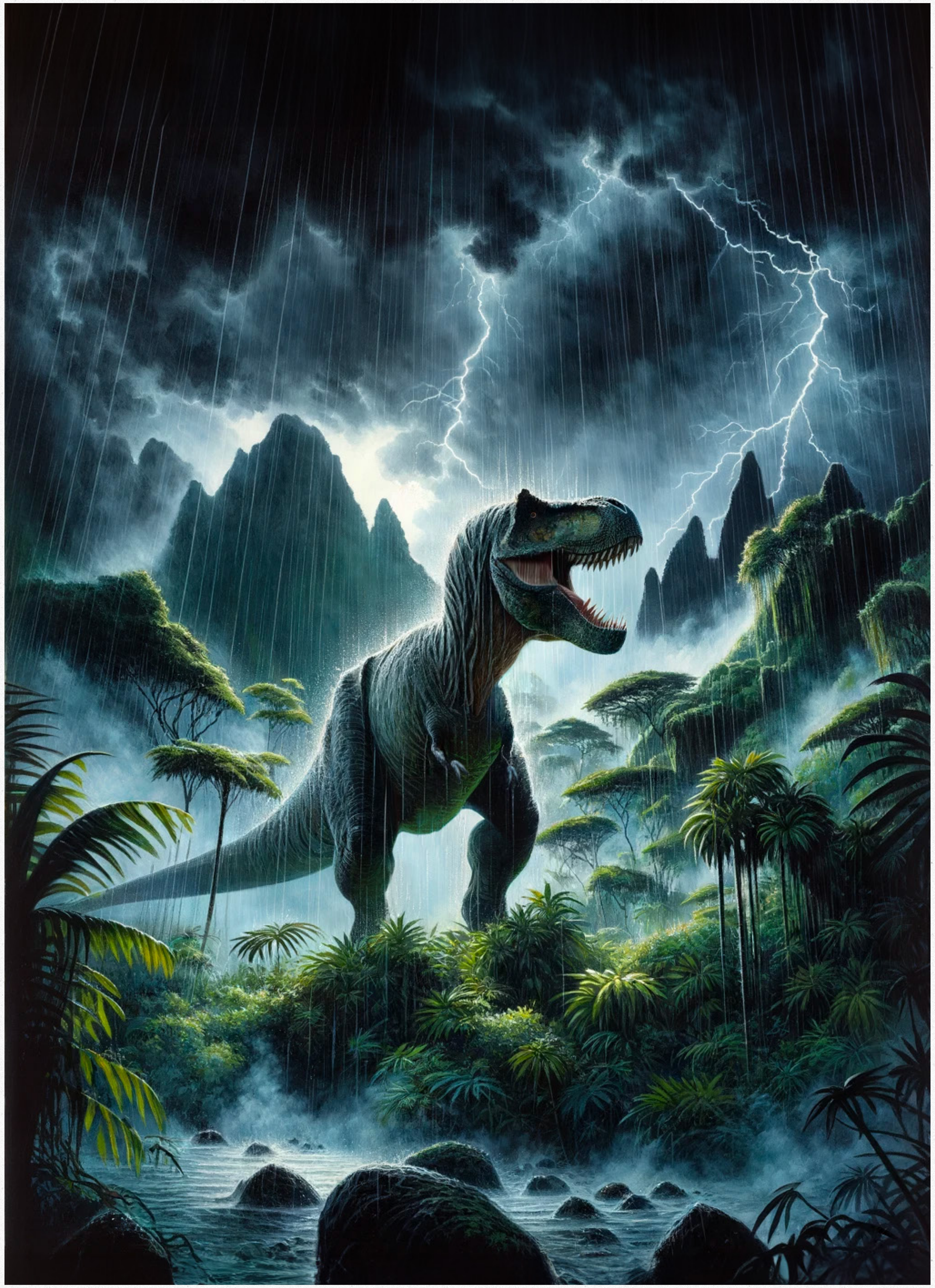
**Social Behavior**
Velociraptors display a high degree of social intelligence, engaging in sophisticated communication and cooperative hunting strategies. They thrive in a group setting, and the larger alpha female plays a crucial role in maintaining the group's social dynamics and leading their hunting efforts.

**Habitat and Preferred Environments**
The Raptor Pen, their heavily fortified enclosure located away from the main paddocks, is a high-walled area filled with dense vegetation. This pen provides a naturalistic environment while ensuring secure containment to keep staff and guests safe. The Velociraptors have shown interest in testing their boundaries, notably attacking electric fences in search of weaknesses.

**Interaction and Defense Strategies**
Velociraptors are among the most dangerous dinosaurs in the park, requiring rigorous safety protocols for staff interactions. Their quick, coordinated attacks and problem-solving abilities make them formidable adversaries. Staff are advised to observe from a distance and ensure all safety measures are strictly followed.

**Attack Patterns**
Velociraptors may coordinate ambushes, using speed and stealth to surprise victims. They utilize their sharp claws for slashing attacks and exploit their intelligence to outwit prey.

**Movement and Speed**
Known for their swift and agile movements, Velociraptors use their speed and dexterity to outmaneuver prey and threats. Their pack hunting involves intricate movements and strategies, making them unpredictable and challenging to contain.



# TYRANNOSAURUS-REX

The Tyrannosaurus-Rex, often referred to as T-Rex, is Jurassic Park's most iconic and formidable dinosaur, a solitary apex predator from the Cretaceous period, with one adult individual.

**Physical Traits and Abilities**
The T-Rex stands an imposing 6 meters tall at the hips and measures 13 meters in length from snout to tail, weighing between 8 to 9 tons. Known for its massive skull, powerful jaws, and robust build, the T-Rex possesses one of the strongest bite forces among terrestrial animals, capable of crushing bone and armor with ease.

**Diet and Feeding Behavior**
As a carnivore, the T-Rex's diet includes large prey items, provided by the park to mimic its natural hunting behavior. Contrary to its portrayal as a relentless hunter, the T-Rex is an opportunistic feeder, equally adept at hunting and scavenging. During active park tours, the T-Rex will be fed smaller live prey items give guests close look at its fascinating feeding behaviors.

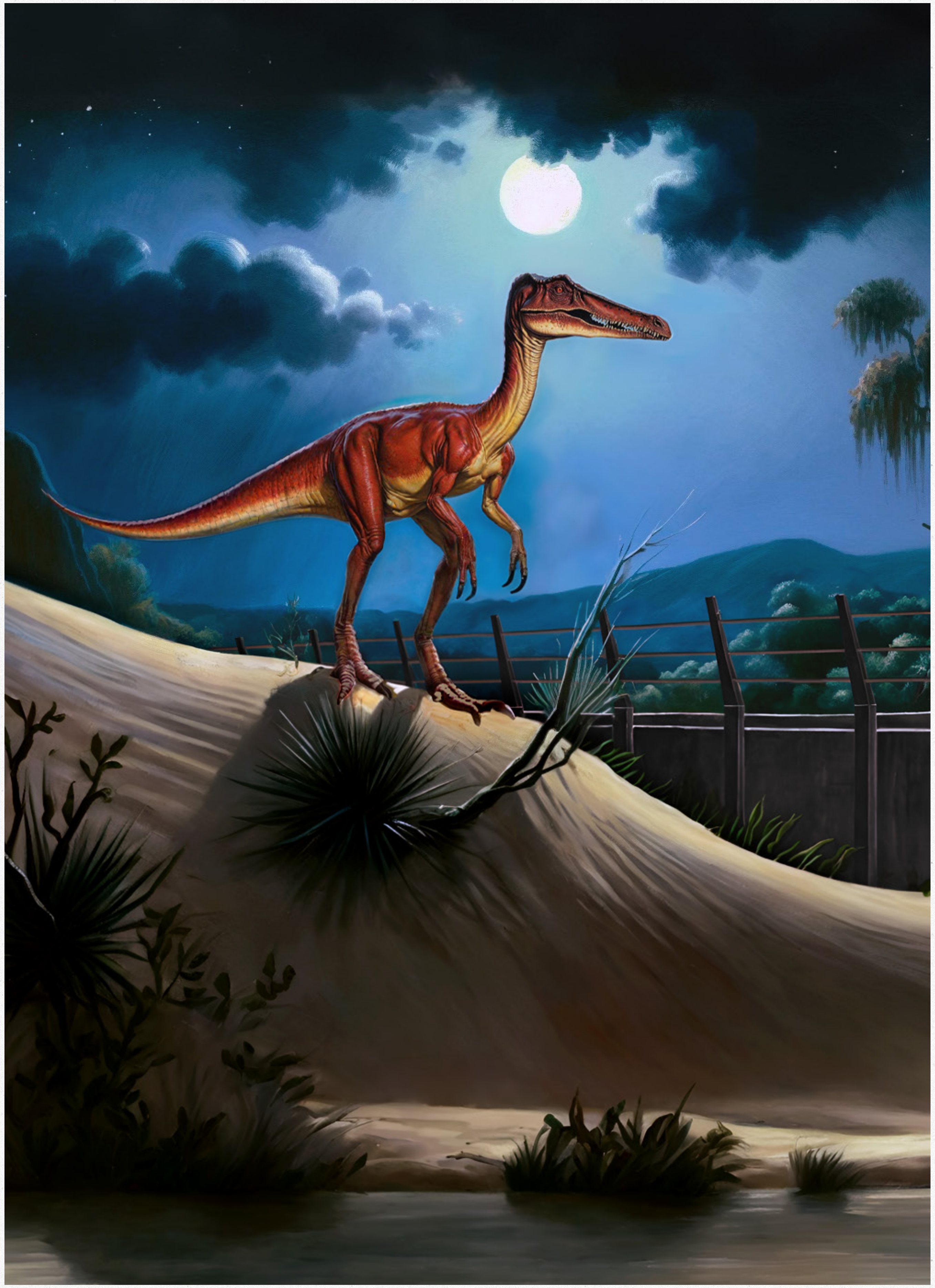
**Social Behavior**
The T-Rex is territorial and requires a large space to mirror its natural range. It displays dominance through deep, resonating roars that can be heard across the park, asserting its presence and territorial claim.

**Habitat and Preferred Environments**
Paddock 4, home to the T-Rex, includes high electric fences, deep moats, and reinforced viewing platforms. The habitat features diverse terrains, from dense forests for shelter to open spaces for hunting, along with an artificial lake, providing a dynamic and enriching environment.

**Interaction and Defense Strategies**
The T-Rex's sheer size, strength, and predatory instincts pose significant dangers. Park staff must exercise extreme caution, maintaining a safe distance at all times. The enclosure is designed to prevent any possibility of escape, as a loose T-Rex would pose an extreme threat.

**Attack Patterns**
The T-Rex may utilize ambush tactics, leveraging its powerful jaws in a sudden charge to overpower prey. It can also use its size and strength to break through barriers or obstacles.

**Movement and Speed**
Despite its enormous size, the T-Rex is capable of brief bursts of speed, especially when hunting. Its movements are powerful and deliberate, with a stride that covers significant ground. Guests may feel the T-Rex coming by the ground tremors created by its powerful footsteps.



# SEGISAURUS

The Segisaurus, a small dinosaur, is the latest addition to the park. Currently housed in a pre v1.0 holding pen, this dinosaur is under close observation by InGen scientists to understand its unique characteristics and behaviors before introducing it to the main paddocks.

**Physical Traits and Abilities**

Comparable in size to a goose, the Segisaurus measures approximately one meter in length and stands half a meter tall, with a weight range of 4 to 7 kilograms. It possesses a lengthy, flexible neck, an extended jaw, and a long tail, complemented by lanky forearms and elongated legs. Each foot is equipped with three toes, aiding in its agile movements.

**Diet and Behavior**

As a carnivore, the Segisaurus primarily feeds on insects, other invertebrates, and small vertebrates. Its diet in the park is carefully managed to replicate its natural feeding habits, providing a variety of appropriate prey to maintain its health and predatory instincts. InGen scientists speculate that the Segisaurus may serve a role similar to the Compsognathus in pest control, albeit with a solitary approach.

**Habitat and Preferred Environments**

InGen has created a temporary habitat for the Segisaurus, consisting of artificial sand dunes to mimic its preferred arid sandy regions. This environment allows the dinosaur to exhibit natural behaviors and adapt to the park's ecosystem before being moved to a permanent enclosure.

**Social Behavior and Interaction**

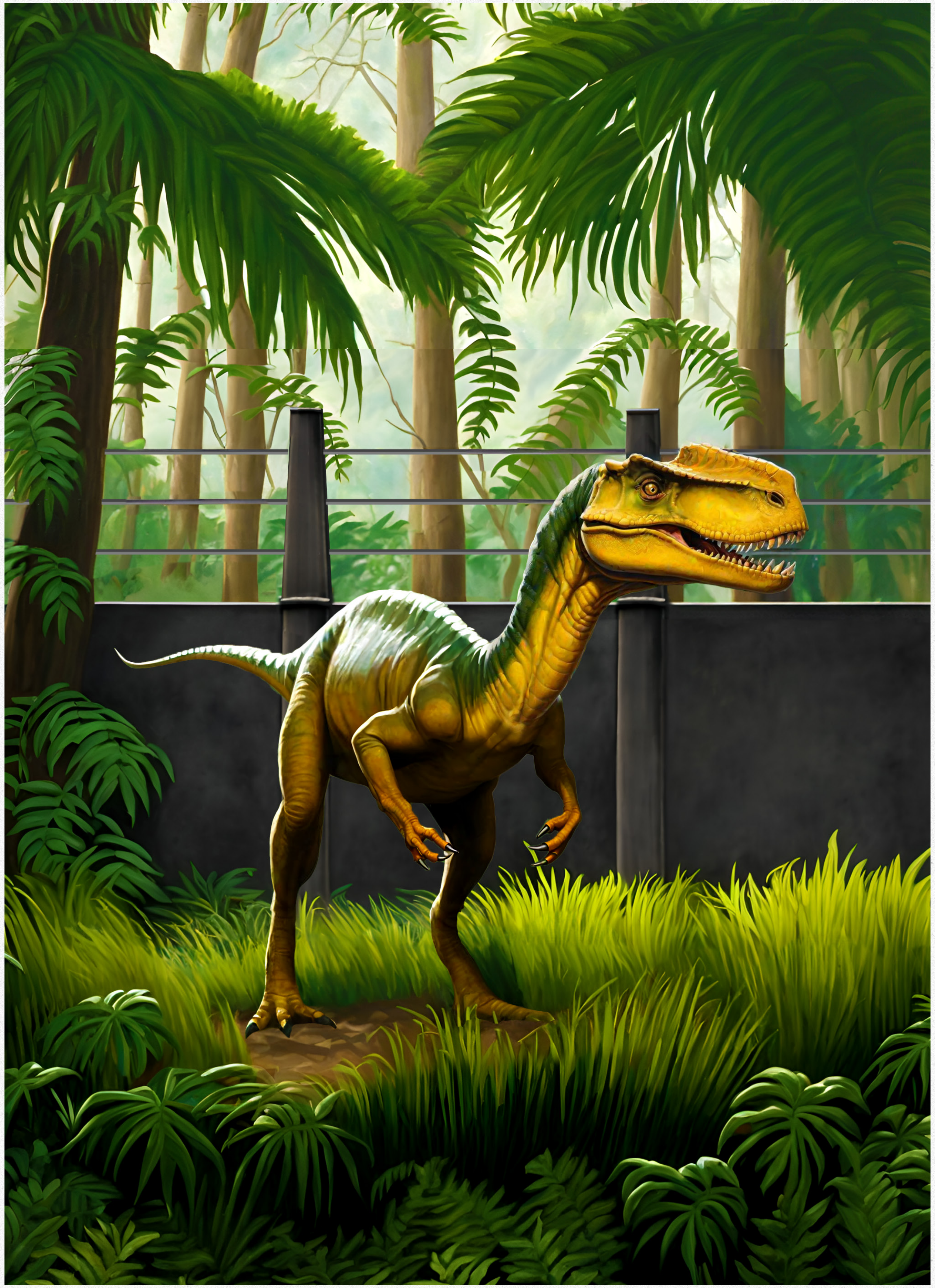
Unlike the social Compsognathus, Segisaurus is a solitary creature, not known for pack hunting or communal living. This solitary nature is a key consideration for InGen scientists in planning its integration into the park's ecosystem, ensuring it can coexist with other species without competition or conflict.

**Defense Strategies and Attack Patterns**

The Segisaurus is aggressive towards larger animals when threatened, and can defend itself using its long rows of sharp, serrated teeth. Its primary defense mechanism involves evasion and camouflage within its sandy environment, blending seamlessly to avoid predators or other threats.

**Movement and Speed**

The Segisaurus is characterized by its swift and nimble movements, essential for capturing small prey and navigating its sandy habitat. Its speed and agility are crucial for its survival, both as a hunter and in evading potential dangers within the park.



# PROCERATOSAURUS

The Proceratosaurus is currently in a pre v1.0 holding pen, with 10 individuals residing in a specialized area away from the main paddocks during observation.

**Physical Traits and Abilities**
A lithe and agile theropod, it measures approximately 4 meters in length and stands 1.4 meters tall at the hip, with adults weighing around 40 kilograms. Characterized by its narrow, slender frame, this dinosaur is equipped with scissor-like jaws and sharp, serrated teeth, ideal for quick, efficient bites. Its binocular vision and muscular yet gracile form make it a formidable predator.

**Diet and Feeding Behavior**
Proceratosaurus is an opportunistic carnivore, adept at hunting live prey and scavenging. It primarily feeds on small animals, employing a pouncing attack strategy to deliver fatal neck bites. Its diet is supplemented by fish from water sources within its habitat, showcasing its adaptability as a predator.

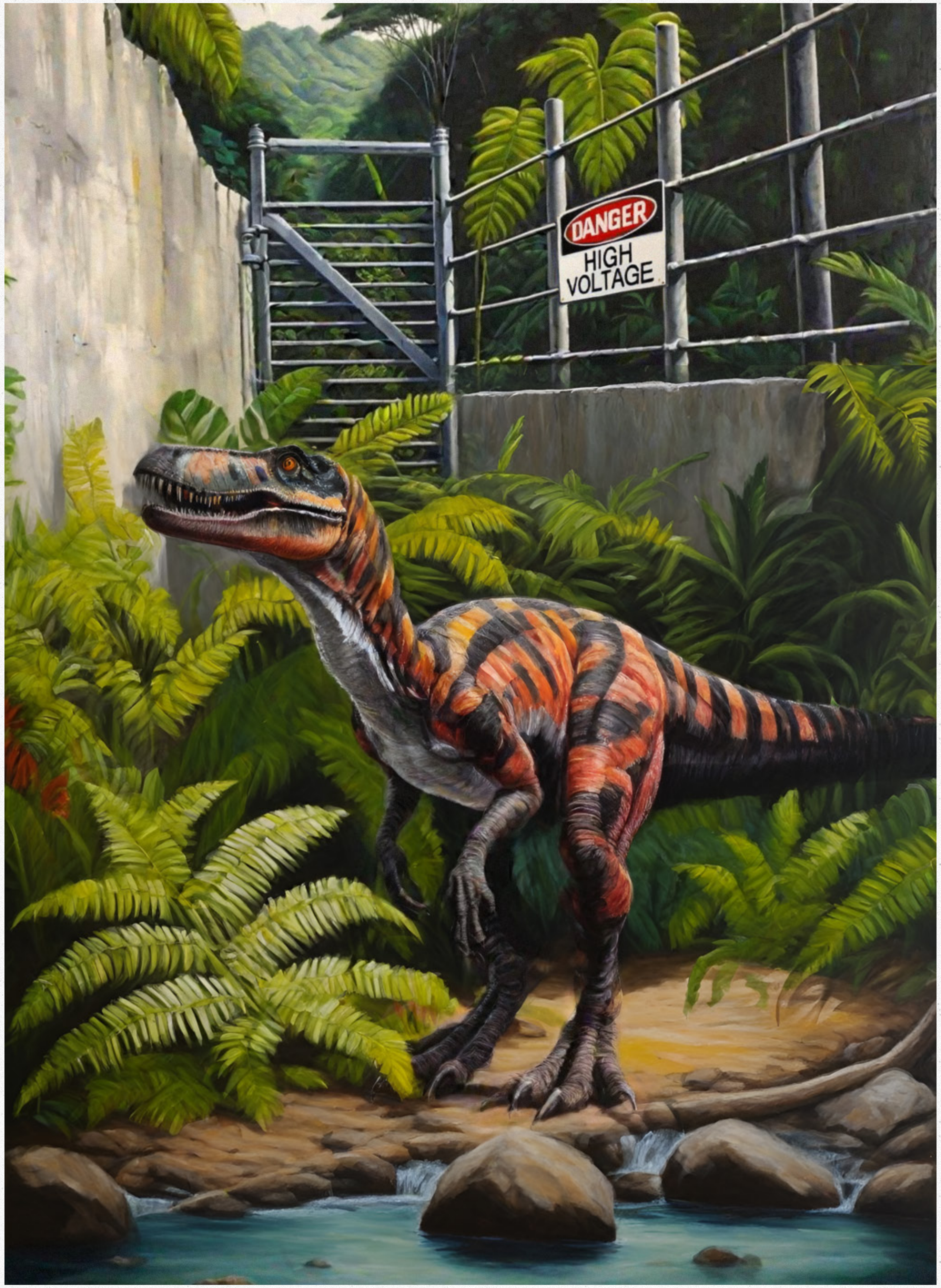
**Social Behavior**
Highly social, Proceratosaurus live in large groups, exhibiting complex social dynamics. They communicate through vocalizations and head gestures, maintaining constant contact within their social group. The species demonstrates cooperative hunting tactics, capable of mobbing larger prey.

**Habitat and Preferred Environments**
Preferring forested regions with access to water features, their enclosure is designed to mimic this natural habitat. The environment includes dense vegetation for cover and open spaces for hunting, along with water bodies to cater to their piscivorous tendencies.

**Interaction and Defense Strategies**
While not typically aggressive towards humans, Proceratosaurus can be defensive if threatened. Their primary defense involves quick, agile movements and the use of their sharp teeth. Park staff are advised to observe from a safe distance, especially during social interactions within the group.

**Attack Patterns**
Proceratosaurus employs a swift, pouncing attack to subdue prey, targeting vulnerable areas with precision. In group hunts, they coordinate to overwhelm larger prey, showcasing their social hunting prowess. While not as intelligent as the velociraptors, their larger numbers make them nearly as formidable.

**Movement and Speed**
Known for their speed and agility, Proceratosaurus are capable of rapid movements, both in pursuit of prey and in evasive maneuvers. Their slender build enable them to execute quick turns, making them elusive and effective hunters in their forested enclosure.



# HERRERASAURUS

The Herrerasaurus, a pre v1.0 species, is represented by four visually-striking individuals housed in a specialized enclosure at the island's North end for behavioral studies as they await integration into the park.

**Physical Traits and Abilities**
Herrerasaurus stand approximately 1.5 meters tall at the hip and measure up to 6 meters in length from snout to tail, weighing around 350 kilograms. These dinosaurs are recognized for their robust build, strong jaws, and sharp claws, which indicate their prowess as agile predators.

**Diet and Feeding Behavior**
As carnivores, Herrerasaurus primarily feed on reptiles and mammals. Their diet in the park is managed to reflect this, with a focus on maintaining their natural predatory instincts. They are known for their powerful bites, utilizing their serrated teeth to effectively capture and consume their prey.

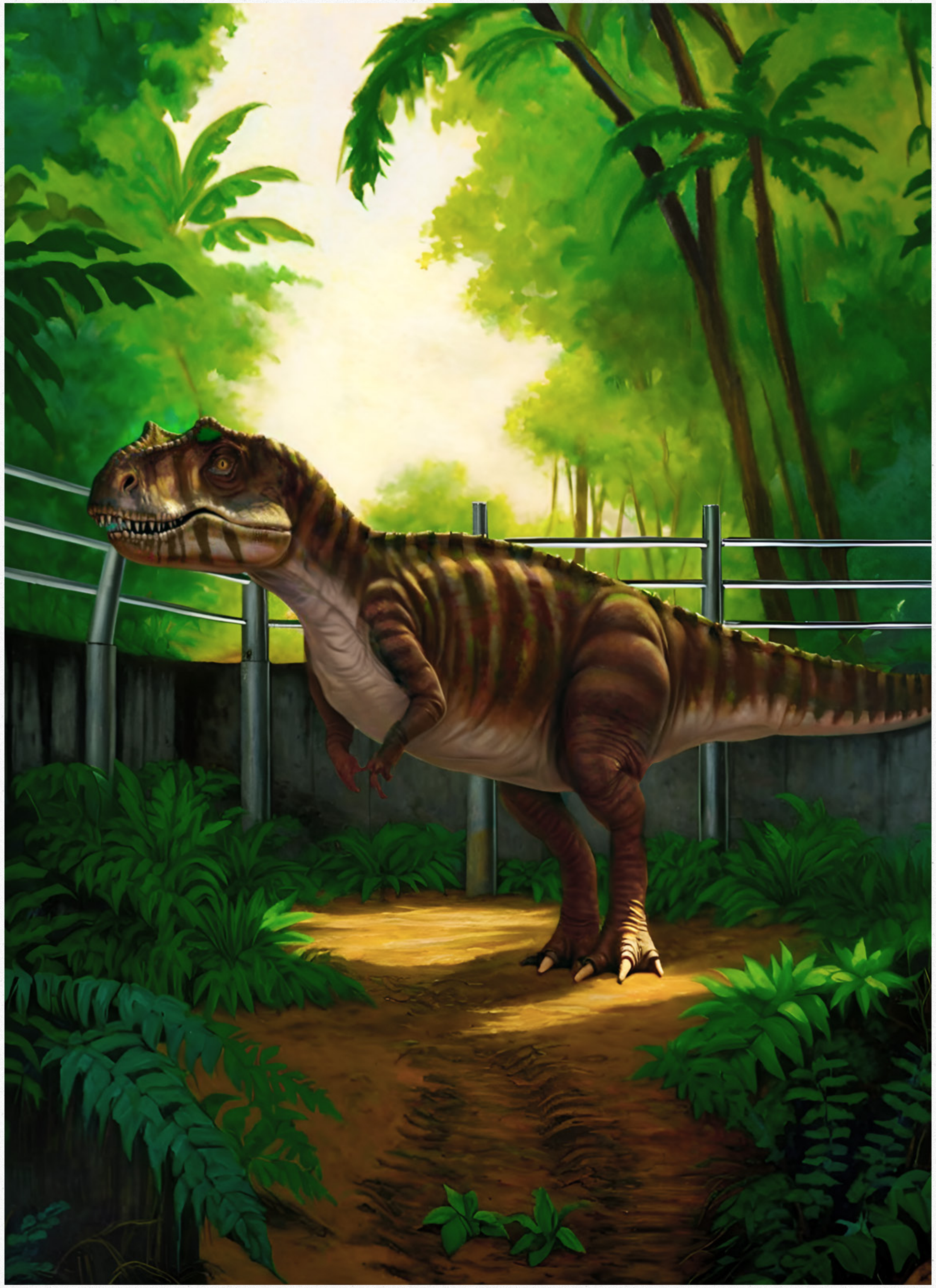
**Social Behavior**
In the wild, Herrerasaurus are thought to have been solitary hunters. However, the individuals in Jurassic Park display a unique social structure, forming a dominance hierarchy within their group. They communicate through growls and snaps, particularly during feeding or when establishing dominance among themselves.

**Habitat and Preferred Environments**
Their enclosure mimics the arid, semi-wooded environments of the Triassic period, featuring rugged terrain and ample cover. This setup encourages natural behaviors and provides opportunities for staff to observe and document their interactions in a controlled environment.

**Interaction and Defense Strategies**
Due to their predatory nature, Herrerasaurus are considered potentially dangerous to humans and other dinosaurs. Their enclosure is fortified to prevent escape, and direct contact with these dinosaurs is strictly prohibited. They rely on their agility and powerful jaws for defense, often retreating to reassess their strategy when threatened.

**Attack Patterns**
Herrerasaurus may use ambush tactics, leveraging their agility for sudden attacks. They could bite with powerful jaws or swipe with sharp claws, targeting vulnerable areas for maximum impact.

**Movement and Speed**
Herrerasaurus are known for their agility and quick reflexes, often employing ambush tactics to surprise their prey. Their speed and maneuverability make them formidable predators within their environment.



# METRIACANTHOSAURUS

Exhibiting a blend of stealth and power, this pre v1.0 theropod is currently under observation in a temporary enclosure designed to mimic its natural forested habitat.

**Physical Traits and Abilities**

Reaching lengths of 7.9 meters and standing 3.35 meters tall, the Metriacanthosaurus weighs up to 0.91 metric tons. Its physical features include small triangular crests above the eyes, used for display and species recognition, and a robust build with powerful legs for speed. The dinosaur's arms are relatively small, with average-sized claws, while its feet are equipped with thick talons on three functional toes, aiding in its hunting prowess.

**Diet and Feeding Behavior**

Its hunting strategy involves leaping onto prey, overpowering it with a combination of strength and a fatal bite. The Metriacanthosaurus is known for its aggressive behavior around food, though it exhibits less territoriality compared to other solitary predators.

**Social Behavior**

While primarily a solitary hunter, the Metriacanthosaurus engages in social interactions, particularly involving friendly shoving matches using their heads and crests. These interactions are crucial for establishing social hierarchies and maintaining group dynamics within their species.

**Habitat and Preferred Environments**

The Metriacanthosaurus enclosure is carefully designed to replicate dense forested regions, complete with water features and open plains. This environment not only supports its natural hunting behavior but also provides a comfortable living space that aligns with its camouflage abilities, akin to a modern-day tiger.

**Interaction and Defense Strategies**

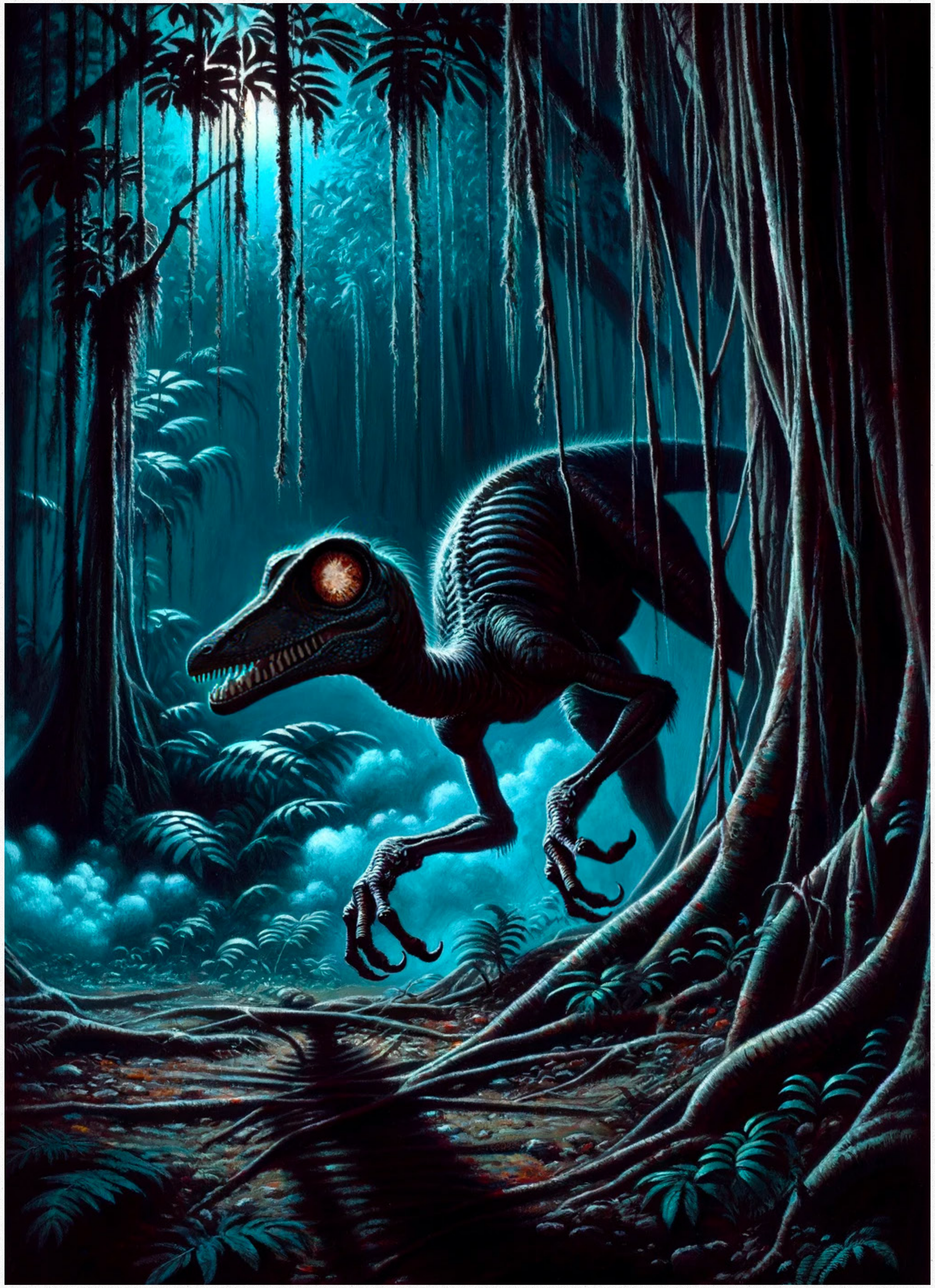
Park staff are advised to exercise caution when interacting with Metriacanthosaurus, especially during feeding times. Its aggressive nature around food and powerful hunting abilities necessitate a respectful and safe distance to avoid potential confrontations.

**Attack Patterns**

The Metriacanthosaurus employs ambush tactics, using its strong legs for sudden leaps onto prey. Its fatal bite, combined with the ability to tackle prey to the ground, makes it a formidable hunter in its forested domain.

**Movement and Speed**

Capable of reasonable speeds, the Metriacanthosaurus is an agile predator, adept at pursuing prey when necessary. Its powerful legs enable quick sprints and leaps, essential for its ambush hunting style and evading potential threats in its environment.



# TROODON

The Troodon, a pre v1.0 species, is housed in specialized quarantine pens due to its particularly perilous nature, prompting discussions about their potential removal from the park for safety reasons.

**Physical Traits and Abilities**
Troodon measure approximately 2 meters in length from snout to tail, weighing around 40 kilograms. Characterized by a slender physique, Troodon is distinguished by powerful hind legs and a pronounced claw on each second toe. The presence of protofeathers, manifesting as quills along its back, complements its pale gray skin. Adapted for nocturnal predation, their large eyes feature a reflective tissue layer, enhancing night vision but rendering them sensitive to bright lights.

**Diet and Feeding Behavior**
Troodons deploy a venomous bite, delivering a powerful toxin inducing hallucinations and paralysis, underscoring their calculated hunting approach.

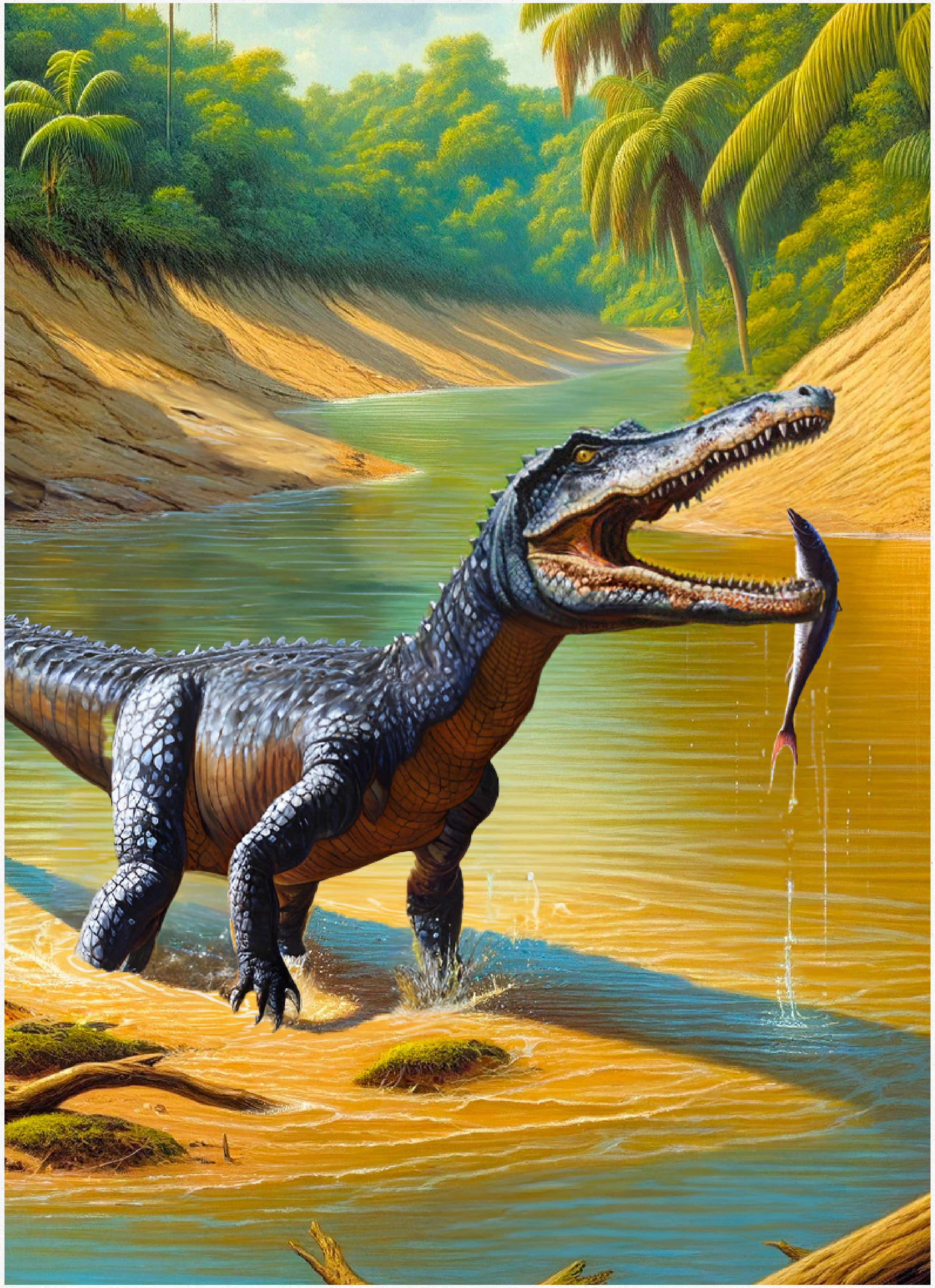
**Social Behavior**
Troodon demonstrates complex social behaviors, forming packs of up to ten, indicative of a sophisticated hierarchy and communication akin to that observed in Velociraptors. This social structuring influences their hunting strategies and interactions, often joining in on an another individual's hunt mid-attack.

**Habitat and Preferred Environments**
Their adaptability allows Troodon to inhabit diverse environments, from dense forests to open grasslands, showcasing their evolutionary versatility and survival skills across various landscapes.

**Interaction and Defense Strategies**
Given their hazardous nature, direct interaction with Troodon is strongly discouraged. Their aversion to intense light offers a temporary deterrent, emphasizing the importance of maintaining a safe distance and implementing physical barriers for human protection.

**Attack Patterns**
Troodon's primary attack strategy involves a venomous bite, followed by a tactical retreat. They stalk their disoriented prey, waiting for the venom to take full effect before moving in for the kill. This hit-and-run tactic, combined with their ability to cause hallucinations, makes them unpredictable and exceedingly dangerous adversaries.

**Movement and Speed**
Noted for their agility and swift reflexes, Troodon are capable ambush predators. Their lightweight build and strong legs enable sudden bursts of speed, making them adept at navigating through their environment and catching prey off guard.



# BARYONYX

The park's single Baryonyx is notable for its crocodile-like features, specializing in a fish-based diet, and displaying unique hunting behaviors.

**Physical Traits and Abilities**

This imposing dinosaur stands about 2.5 meters tall at the hips and reaches up to 10 meters in length, with an estimated weight of 1.7 to 2 tons. The Baryonyx is distinguished by its elongated, narrow snout, equipped with an array of sharp, conical teeth adept at catching slippery fish. Additionally, its powerful forelimbs end in large, hooked claws, indicative of its ability to forage, dig, and engage in scavenging behavior, enhancing its versatility.

**Diet and Feeding Behavior**

Baryonyx's diet is mainly fish, supplemented with other meats to mimic its natural habits. It hunts by wading into shallow waters or riverbeds, using its snout and claws to catch and unearth prey.

**Social Behavior**

These dinosaurs are mostly solitary, showing territorial behaviors, particularly around feeding areas. In the park, they spend much time in semi-aquatic environments, reflecting their solitary, territorial nature.

**Habitat and Preferred Environments**

Paddock 5, designed for the Baryonyx, includes a large artificial lake to facilitate natural hunting behaviors. The landscape around the lake comprises sandy shores, dense vegetation, and muddy areas, offering a diverse range of environments suitable for the Baryonyx's resting, hunting, and exploration needs.

**Interaction and Defense Strategies**

Visitors are advised to maintain a safe distance from the Baryonyx, particularly near water bodies. Its primary attack involves using its strong forelimbs and claws, making it a dangerous adversary. In case of an encounter, seeking higher ground or areas away from water is recommended for safety.

**Attack Patterns**

The Baryonyx may launch surprise attacks from water, using its claws and snout for swift, powerful strikes. On land, it can charge or swipe with its claws, targeting unsuspecting victims."

**Movement and Speed**

The Baryonyx is agile and quick, capable of swift movements in both water and on land. This speed, combined with its preference for ambush tactics, makes it a versatile and unpredictable predator. Extra caution is advised in areas near water, where the Baryonyx demonstrates heightened hunting proficiency.

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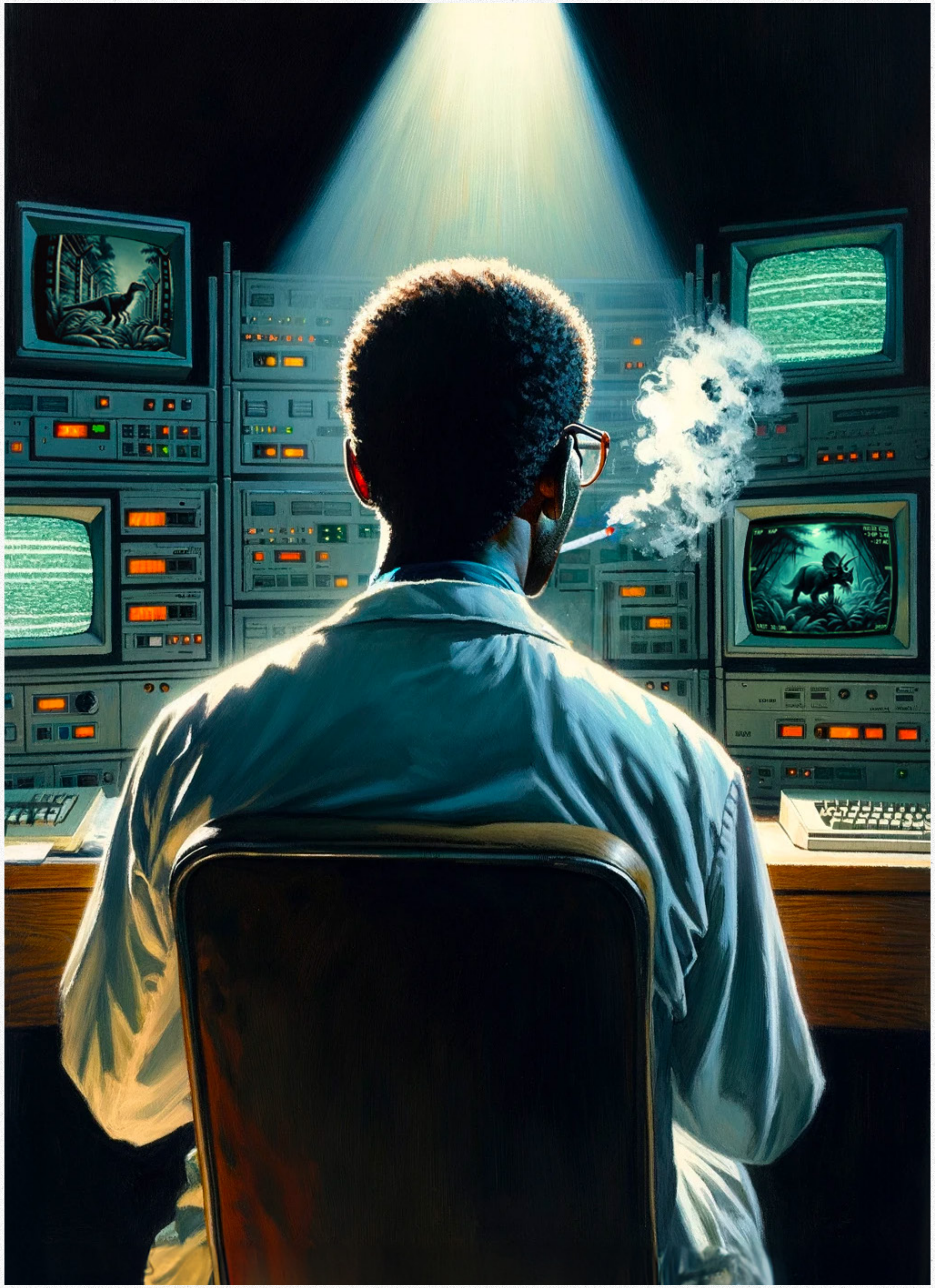
JURASSIC PARK

# BEHIND THE SCENES



# OPERATIONS

*"You can run this whole park from this room with minimal staff for up to 3 days. You think that kind of automation is easy? Or cheap? You know anybody who can network 8 connection machines and debug 2 million lines of code for what I bid for this job?"*

— DENNIS NEDRY

## *Automation*

Unique for such a herculean endeavor, Jurassic Park operates with a workforce of only 250 permanent employees, embracing a philosophy of streamlined staffing. To accomplish this, Jurassic Park utilizes advanced computer technology, not just for cost reduction but for streamlined management and operational efficiency. This method significantly curtails personnel-related expenditures, allowing InGen to allocate resources towards enriching the visitor experience.

At the core of the park's automated efficiency is a sophisticated control system, devised by a single highly skilled software engineer from Integrated Computer Systems—Dennis Nedry. This system centralizes the oversight of vital park infrastructure, encompassing security measures, lighting, and feeding mechanisms, all managed from the Control Room. This centralized integration enables continuous monitoring of park operations.

Critical to the park's operational autonomy is its advanced operations and living asset management. The park employs motion sensors to monitor dinosaurs continuously. This system provides real-time location data, ensuring thorough surveillance and management of these prehistoric inhabitants.

The park's security and logistical functions also benefit from this integrated automation. Enclosures are fortified with robust electrified fences, supplemented by comprehensive closed-circuit camera surveillance. All these elements are connected to the central control system, equipped with automated capabilities to detect and respond to security breaches, however improbable they may be.

Automated systems also manage food delivery and water supply to our dinosaur inhabitants, through our desalinized ocean water and rainwater harvesting, minimizing the need for manual intervention by our hardworking park staff. Such automation reduces the necessity for manual intervention, allowing the dedicated park staff to focus on other critical aspects of park management.

## *Staff Departments*

**Guest Services and Hospitality**
From the moment visitors arrive, the Guest Services team ensures a memorable and comfortable stay. This includes managing accommodations at the Safari Lodge, overseeing dining experiences at the park's restaurants, and providing information and assistance to guests throughout their visit.

**Education and Outreach**
The Education and Outreach department develops programs and materials that inform and inspire guests about the wonders of paleontology and the science behind the park. This includes interactive exhibits, guided tours, and educational content that makes the Jurassic experience both entertaining and informative.

**Genetics and Cloning**
This department, staffed by the world's leading geneticists and biotechnologists, is responsible for the groundbreaking work of bringing extinct species back to life. Utilizing advanced cloning techniques, they create the dinosaurs that roam the park. They are constantly innovating to improve cloning methods to ensure genetic diversity and accuracy.

**Research and Development**
The Research and Development department is where the future of Jurassic Park is shaped. Scientists and researchers in this department work on new innovations in paleontology, genetics, and theme park technology. Their projects range from developing new exhibits to enhancing the park's experiences.

**Animal Care and Veterinary Services**
A team of specialized veterinarians and animal care experts work tirelessly to provide comprehensive healthcare for the dinosaurs. They monitor the animals' health, diet, and behavior, ensuring they thrive in their habitats. The department also conducts ongoing research to better understand these creatures.

**Park Operations and Maintenance**
This department oversees the upkeep of the park's infrastructure, including roads, fences, and facilities. They ensure that all mechanical and electrical systems function flawlessly, from the electrified fences that secure the paddocks to the automated tour vehicles that transport guests.

**Security and Emergency Response**
Ensuring the safety of guests and staff is the paramount concern of the Security and Emergency Response department. Equipped with state-of-the-art security technology and highly trained personnel, this department oversees the surveillance of the park, manages access control, and coordinates responses to any security incidents. They are also responsible for implementing emergency protocols and evacuation procedures in case of unforeseen events.

**Administrative and Corporate Affairs**
This department handles the business side of Jurassic Park, located primarily in San Diego. They manage relationships with investors, oversee legal compliance, and coordinate with external partners and suppliers. The Administrative team ensures that the park remains a viable and flourishing enterprise, capable of continuing its groundbreaking work.

## *Staff Facilities*

**Research Laboratories**
These research labs located at various locations around the park are where InGen's scientists work tirelessly to advance our understanding of these magnificent creatures.

**Veterinary Outposts**
These outposts are vital for the health and well-being of the park's dinosaurs. Staffed by expert veterinarians, they provide on-site medical care and monitoring animal health.

**Maintenance Outposts**
These outposts are strategically located for quick response to any infrastructural needs or emergencies, ensuring the park's physical assets are always in top condition.

**Operations Outposts**
Scattered across the island, these outposts serve as mini command centers, coordinating various aspects of park operations. Equipped with communication and monitoring tools, they ensure smooth day-to-day functioning.

**Power Outposts**
These facilities are responsible for the distribution and maintenance of the park's power supply. They play a critical role in ensuring the continuous operation of all electrical systems, including fences and lighting.

**Security Bunkers**
Fortified locations equipped with surveillance systems and emergency response equipment. These bunkers are key to the park's security strategy, providing a safe haven in case of any major incidents.

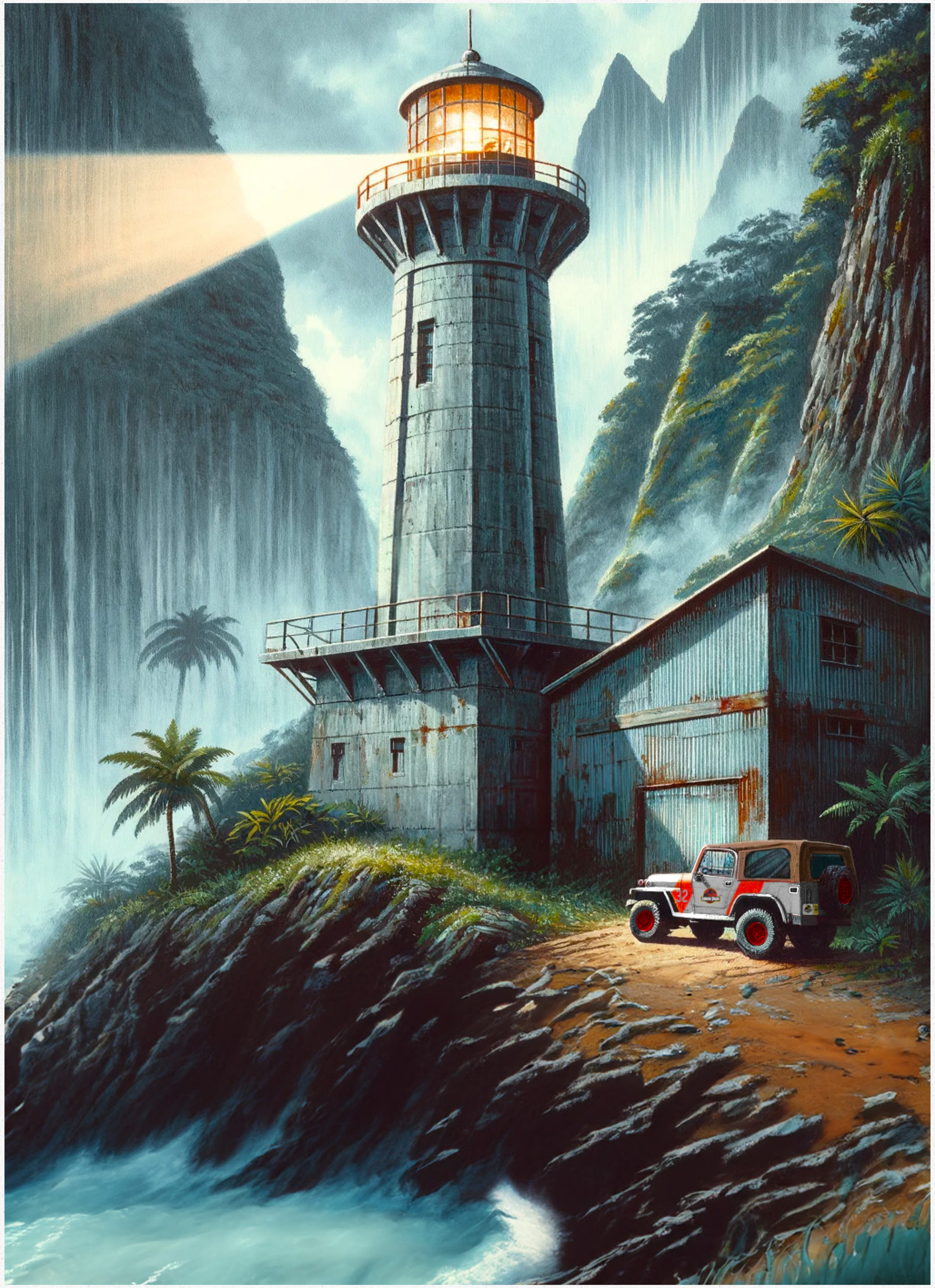
**Supply Bunkers**
Strategically placed storage facilities that house a range of supplies, from food to medical kits. These bunkers ensure that essential goods are always available wherever needed across the island.

**East Garage**
The largest vehicle maintenance hub on the island, the East Garage houses and services a variety of park vehicles, including the iconic Ford Explorers.

**Ancillary Garages**
These small garages, located at many locations around the park, are where Jurassic Park's vehicles are maintained and repaired, ensuring they are always ready for action.

**Lighthouse**
Situated on the northern end of the island, the Lighthouse is vital for safe maritime navigation. It stands as a beacon for incoming ships, particularly important due to the island's frequent fog and variable weather.

**North Dock**
Serving as the primary point of arrival and departure for supplies and guests, it is a bustling hub of activity. It's equipped to handle both passenger ships and large cargo shipments es-



sential for the park's operations.

**East Dock**
Used as a secondary dock, the East Dock provides additional docking capacity, especially during adverse weather conditions. This dock is crucial as an alternative entry point for staff and equipment.

**Steam Tunnels**
Running throughout the park, these tunnels house the piping and infrastructure for the park's steam and heating systems, essential for maintaining climate control.

**Boathouse**
Located near the Jungle River Ride, the Boathouse is a hub for the staff's river-based activities. It houses rafts and riverboats used for transportation and maintenance tasks.

**Airstrip**
The park's airstrip is dedicated to cargo flights, playing a vital role in transporting goods and materials to the island.

**Helipad**
The Helipad offers an exclusive arrival and departure point for VIP guests and high-ranking staff with a centralized scenic location.

**Geothermal Power Plant**
Harnessing the island's natural volcanic activity, this plant provides a sustainable and reliable source of power for the entire park.

**Worker Village**
The village serves as the living and recreational space for the park's permanent staff, ensuring that those who keep Jurassic Park running have a comfortable living environment.

**Senior Staff Lodges**
These lodges, including the one used by John Hammond, offer comfortable and private accommodations for the park's senior staff.

**High Hide**
Specially designed observation platforms located across the park, these provide researchers with elevated vantage points for studying dinosaur behavior and the park's ecosystems.

**Waste Facility**
This facility handles all human and animal waste generated on the island, ensuring it is quickly processed and disposed of.

**Security Gates**
Strategically placed around the park, these gates provide secure access to and from the paddocks to prevent any animal escapes.

**Velociraptor Pen**
A highly secure enclosure designed to house the intelligent and agile Velociraptors. This paddock features reinforced barriers.

**Pre v1.0 Pens**
These temporary holding pens currently house pre 1.0 dinosaurs while scientists study their behavior for eventual park placement.

**Herbivore Feeding Compound**
This compound is designed to cater to the diverse dietary needs of these gentle giants, ensuring they receive optimal nutrition.

**Carnivore Feeding Compound**
This compound is designed to cater to the diverse needs of carnivores on the island, from goats and cows to fish hatcheries, our meat-eating dinosaurs are always well-fed.

## *Under Construction*

As the park prepares to open its gates to the world, it's essential to understand that this groundbreaking venture is a continuous work in progress. The creation of a park that resurrects the wonders of the prehistoric past is an unprecedented endeavor, filled with both challenges and opportunities for innovation. Here, we detail the ongoing construction efforts and future plans that are shaping the park into a world-class destination.

The construction and development of Jurassic Park are not without their challenges. Balancing the needs of the dinosaurs with those of the guests, ensuring environmental sustainability, and integrating advanced technology into every aspect of the park are ongoing and arduous tasks. Each challenge is met with a commitment to innovation, human safety, and the preservation of these magnificent creatures.

## *Active Projects*

**Enhanced Visitor Accommodations**
Additional lodges and guest facilities are under construction to cater to the anticipated high demand. These accommodations range from luxury suites to budget-friendly options.

**New Dinosaur Species Introduction**
As genetic research progresses, the park plans to introduce new species, continuously adding to the variety of life guests can witness. Coming soon are a wide variety of new favorite species including Herrerasaurus, Mosasaurus, Stegosaurus, and many more.

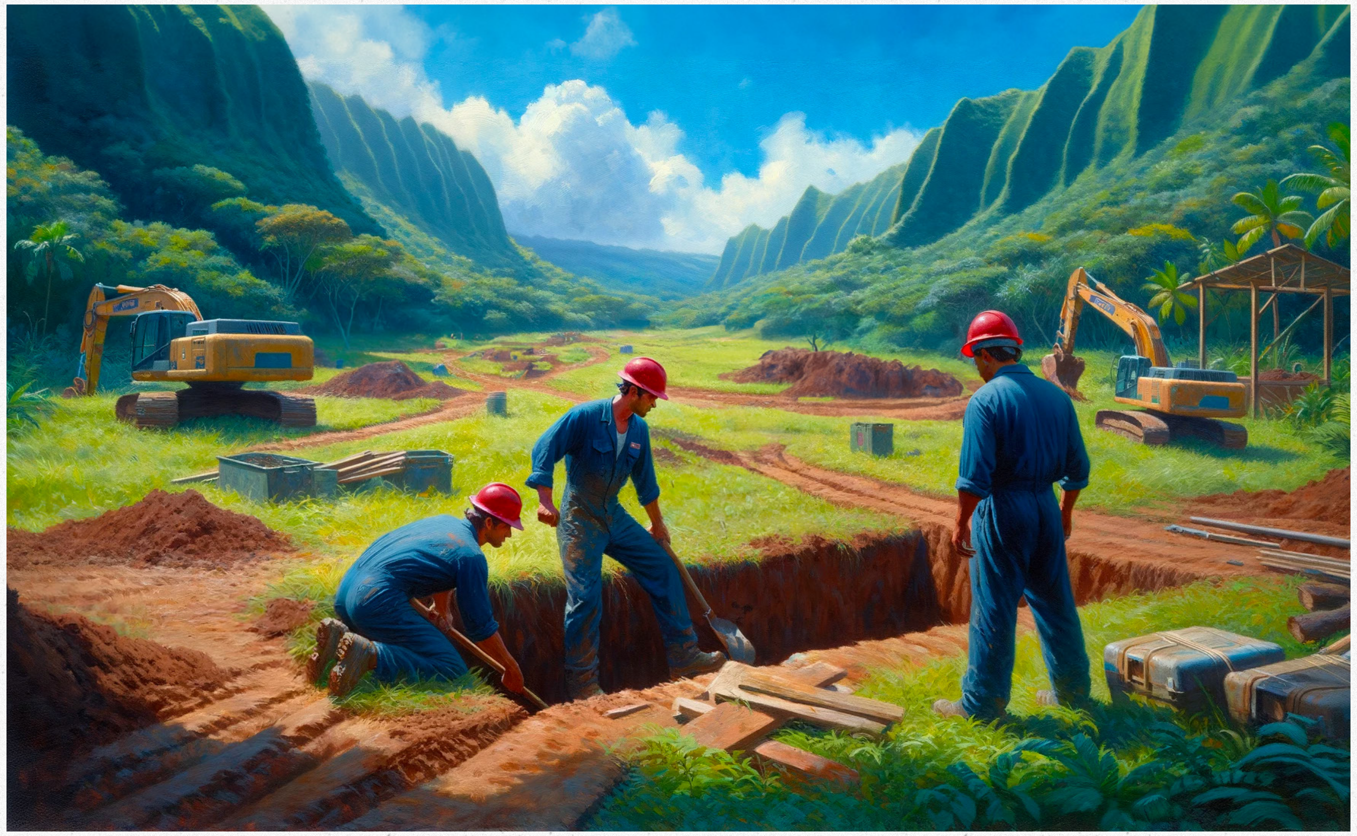
**Expanding Dinosaur Habitats**
New paddocks and environments are being constructed to accommodate additional dinosaur species. This includes both land and aquatic habitats, ensuring a diverse range of prehistoric life can be showcased.

**Aviary Expansion**
Plans are in place to expand the Aviary, allowing for a larger and more diverse collection of flying reptile species.

**The Marine Facility Expansion**
A significant construction project underway is the expansion of the Marine Facility. This will house marine dinosaurs and provide an immersive underwater viewing experience for guests.

**Educational Program Expansion**
The park is planning to broaden its educational offerings with more conventions, seminars, and hands-on learning experiences focusing on paleontology and environmental science.

**Infrastructure Upgrades**
Ongoing improvements to the park's infrastructure, including roads, pathways, and utility systems, are underway to ensure seamless operations and guest experiences.



**Bone Shaker Roller Coaster**
A thrilling dinosaur-themed roller coaster is being constructed, designed to offer breathtaking views of the park while providing an adrenaline-pumping ride.

**Jungle River Cruise Expansion**
As the Cruise nears completion, additional routes are planned through additional areas of the park, including the Baryonyx Basin and Marine Facility.

**Enhanced Security Measures**
Continuous upgrades to security systems and protocols are planned to ensure the utmost safety for both the guests and the dinosaurs.

**Advanced Veterinary Facilities**
To provide the best care for our prehistoric inhabitants, state-of-the-art veterinary clinics and research labs are being built with the latest technology.

**Interactive Dinosaur Encounters**
Future plans include the development of safe and controlled environments where guests can have closer interactions with certain dinosaur species.

**Expansion of Dining and Retail Options**
Plans to introduce more diverse dining experiences and unique retail outlets are in the works, aiming to cater to a wide range of tastes and preferences.

## *Vehicle Fleet*

Jurassic Park's vehicle fleet is a critical component of its operations, tailored to meet the unique demands of a remote jungle environment inhabited by dinosaurs. This diverse array of vehicles ensures efficient and safe transportation for guests and staff across various terrains and situations. Beyond mere transit, these vehicles are essential for park maintenance, construction, and emergency response, reflecting the park's commitment to safety and operational efficiency. Their design and functionality are integral to managing the challenges of an island filled with prehistoric life, balancing the needs of exploration, safety, and rapid response in this extraordinary setting.

**Ford Explorers**
These electric vehicles are central to the guest experience in Jurassic Park. Modified for safety, they travel along a predetermined track, offering an immersive tour of the dinosaur enclosures. Their design prioritizes an unobstructed view of the dinosaurs while ensuring passenger safety through reinforced features. However, being on a fixed track limits their flexibility and escape options in case of an emergency. In an attack scenario, their sturdy build provides some defense against smaller dinosaurs, but they are vulnerable to larger, more powerful creatures.

**Jeep Wranglers**
These gas-powered vehicles are the workhorses of the park, used extensively by staff for various purposes. Their off-road capabilities allow them to navigate the diverse terrains of the island, from forests to beaches. While versatile, their open design may expose occupants to inclement weather and potential threats from the park's inhabitants. In defense scenarios, their agility and speed are advantageous, allowing quick evacuation or maneuvering around danger.

**Kawasaki Motorcycles**
Essential for park staff, these motorcycles offer access to remote or rugged terrains. Their speed and agility are crucial in emergency responses or routine patrols. However, the lack of protective barriers around the rider means increased risk in the event of an encounter with a dinosaur. In an attack scenario, their speed is their best defense, allowing for a swift exit from dangerous situations.

**Kawasaki Golf Carts**
Used for short-range travel, these are quieter and more environmentally friendly. They are suitable for less rugged terrains and are ideal for moving between nearby facilities. Their open design and limited speed make them less ideal in emergency situations, offering minimal protection and escape capabilities.

**Jeep Comanche**
This versatile vehicle is used for various small-scale transport needs across the island, including equipment or other materials. Its smaller size and agility compared to larger trucks make it more suitable for quick maneuvers and escapes in dangerous situations. However, its open bed and relatively light build offer limited protection against any aggressive dinosaurs.

**Ford Transit Maintenance Vans**
These vans are used for transporting tools and equipment needed for repair and upkeep of the park's facilities. They offer ample storage space and are relatively agile, making them useful for quick transport of supplies or personnel in emergencies. However, their standard build provides limited defense against larger dinosaurs, and they are best used for evacuation rather than active defense.

**Ford Cutaway Shuttle Bus**
These small, customized shuttle buses transport staff and other personnel across the island at regular intervals. They offer a higher seating capacity than smaller vehicles and can be used for evacuating a larger number of people in an emergency. While more robust than smaller vehicles, their size and design are not intended for defense against dinosaur attacks and are best used for quick and organized retreats from danger zones.

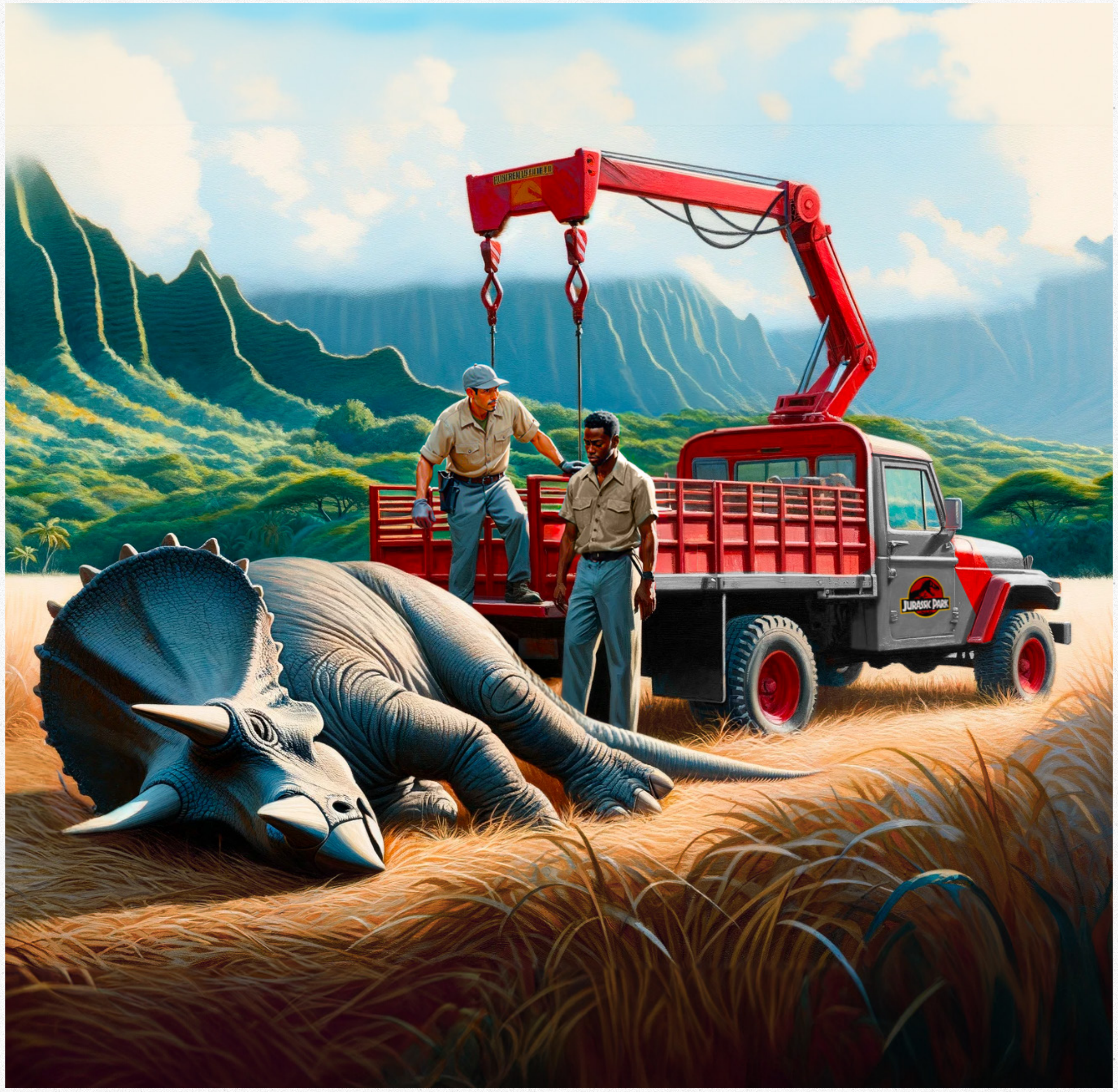
**Jungle River Cruise Rafts**
These provide a unique tour experience along the park's waterways. While offering excellent views and reinforced safety, they are limited by their predetermined track and slow speed, making them vulnerable in an emergency. Their structure can offer some defense against smaller aquatic or shoreline threats.

**Inflatable Rafts**
Primarily for navigating waterways for main-

tenance or emergencies, these rafts are crucial for accessing otherwise unreachable areas. They offer flexibility but are vulnerable due to their inflatable nature, especially around sharp claws or teeth.

**Helicopters**
Two Agusta A109 helicopters provide rapid transportation and aerial surveillance. Their aerial advantage offers an escape and reconnaissance option, though they require skilled pilots and clear landing zones.

**Boats and Ships**
Essential for logistics, the SS Anne B and other vessels transport supplies and personnel. They are key in emergencies for evacuation or supply transport but are limited to waterways and require time to prepare and launch.



**Livestock Transports**
Used for transporting animals, these trailers vary in size. They are essential for moving large dinosaurs but are limited by the speed of the towing vehicle and the temperament of the cargo. Variations with cranes are available for moving larger or tranquilized animals.

**Mobile Veterinary Clinic**
Equipped for on-site animal treatment, these vehicles are crucial for animal health. In emergencies, they can be re-purposed for human medical aid but are limited by their size and off-road capabilities.

**Excavator**
The excavator is a crucial piece of heavy machinery used for digging and moving large amounts of earth or other materials. Its powerful hydraulic arm and bucket can dig through even the toughest terrain. In an attack scenario, the excavator's arm and bucket could be used to create barriers or obstacles to slow down approaching dinosaurs. However, its relatively slow movement and limited maneuverability make it a poor choice for quick escape or active defense.

**Bulldozer**
The bulldozer, with its wide, flat blade at the front, is used for pushing large quantities of soil, sand, or rubble during construction work. Its sheer power and robust build make it an effective tool for clearing paths or creating barricades in emergency situations. In defense, a bulldozer could push away debris or even smaller dinosaurs, though its slow speed and cumbersome handling limit its effectiveness in fast-paced or complex attack scenarios.

**Concrete Mixer Truck**
Essential for transporting concrete to various construction sites within the park, these trucks have a large rotating drum to keep the concrete mix from setting. While not designed for defense, in an emergency, the sheer size of a concrete mixer truck could provide a temporary barrier against smaller dinosaurs. However, its primary function as a transport vehicle means it lacks agility and speed for effective use in attack scenarios.

**Dump Truck**
Used for moving large amounts of soil or substrate for animal enclosures, dump trucks in Jurassic Park are large and robust. Their high capacity and powerful engines make them suitable for heavy-duty tasks. In a defensive situation, a dump truck could be used to transport large amounts of material to create blockades or fortifications. However, like other heavy machinery, they are limited by their slow speed and are not suitable for rapid response situations.

**Mountain Bikes**
Offer a leisurely and intimate way to experience the park. They are limited in defense scenarios due to their exposure and reliance on human power for speed.

## *Armory*

The park's armory, situated securely in the basement of the Visitor Center, serves a crucial role in maintaining the safety and order of the park. Equipped with a variety of tools and weapons, the armory is designed to handle a wide range of scenarios, from routine maintenance and animal handling to emergency defense situations. Access to the armory is strictly controlled, ensuring that these items are used only by trained personnel.

### Pocket Knife

A versatile tool, the pocket knife is primarily used for utility purposes. Its compact size and ease of carrying make it ideal for everyday tasks such as cutting ropes, opening packages, or minor repair work. In emergency situations, it can serve as a last-resort defensive tool against smaller animals, though its effectiveness is limited due to its size.

### Machete

The machete is an essential tool for navigating the dense jungle foliage of Jurassic Park. Its long, sharp blade is designed for efficiently clearing paths through thick vegetation, aiding in exploration and maintenance tasks within the park. While its primary purpose is not as a weapon, in dire situations, it can be used defensively against smaller animals.

### Pistol

The pistol is intended for use in high-risk situations where lethal force may be necessary to protect human life. Compact and relatively easy to handle, it provides a means of defense against medium-sized dinosaurs or in close encounters. The use of the pistol is subject to strict safety protocols and is reserved for trained security personnel.

### Shotgun

The shotgun is a more powerful firearm in the park's arsenal, used in emergency scenarios where a greater stopping power is required. Effective against larger dinosaurs at close range, it offers a significant level of defense in life-threatening situations. Like the pistol, its use is heavily regulated and limited to personnel with specialized training.

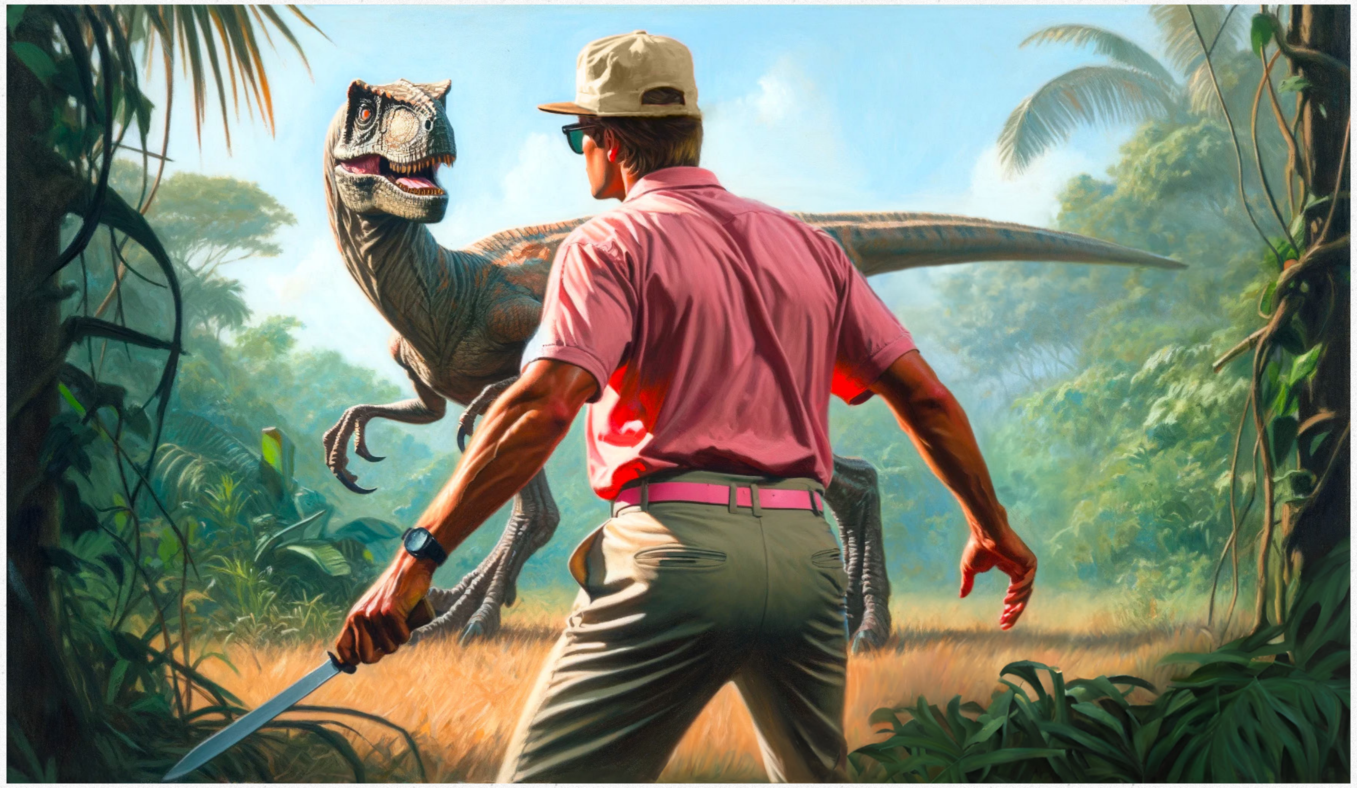
### Grenade and Rocket Launcher

Reserved for extreme situations, these heavy weapons are capable of stopping large dinosaurs when there is a significant threat to human life. Their use is highly restricted and only authorized for trained security personnel as a last resort.

### Snare Traps

Used for capturing smaller dinosaurs without causing harm. These traps are useful in scenarios where dinosaurs need to be relocated or require medical attention.

### Shock Prod



A non-lethal tool used by handlers and security to manage dinosaur behavior, especially during transfers or enclosure breaches. It delivers a controlled electric shock to deter aggressive behavior without causing long-term harm.

### Electrified Nets

These nets, launched from a specialized device, entangle and deliver a paralyzing electric shock to dinosaurs. They are effective for temporarily immobilizing animals for relocation or medical intervention.

### Dart Pistol

For tranquilizing smaller dinosaurs from a distance, dart pistols are equipped with sedatives. They are used by trained professionals to safely sedate animals for medical treatment or relocation.

### Long-Range Dart Rifles

Similar to dart pistols but designed for larger, more dangerous dinosaurs. They allow handlers to sedate animals from a safe distance, crucial in managing potentially dangerous situations without direct confrontation.

### Gas Grenade

Ideal for crowd control or deterring large animals, gas grenades emit a non-lethal gas that can temporarily incapacitate dinosaurs, allowing for safe containment or evacuation of humans from the area. They are particularly useful in situations where tranquilization is not feasible or too risky.

### Tranquilizer Shells

Loaded into rocket launchers, these shells are used to sedate large dinosaurs from a distance. They are crucial in emergency situations where close proximity to the animal is too dangerous.

## *Equipment*

**Facilities Map**
Essential for staff to efficiently navigate the park, showing detailed locations of all major buildings and facilities.

**Animal Safety Vest**
Offers minimal protection against animal bites and scratches, equipped with pockets for essential tools and equipment.

**Security Pass Card**
Keycards for staff to access secure areas, ensuring operational security and restricted access while electronic doors are in operation.

**Backpack**
Allows characters to carry numerous items while keeping hands free, essential for extended excursions or emergencies.

**Flare**
Used for search and rescue operations, signaling, and as a deterrent in emergencies. Flares last from 20-30 minutes.

**Medical Kit**
Contains first aid supplies and specialized items for animal bites, crucial for immediate response to injuries.

**Keyring**
This set of skeleton keys provides staff with access to all Jeep Wranglers, Golf Carts, Motorcycles and other vehicles, enhancing mobility and operational efficiency.

**Portable Generator**
Essential for powering electronics in situations where the main power supply is unavailable. In an emergency, this can be used to power the Ford Explorers.

**Batteries**
Essential for maintaining functionality of key portable devices like night vision goggles and flashlights.

**Flashlight**
Powerful flashlights for illuminating large areas, crucial for night-time operations.

**Compass**
Provided for orientation in the dense jungle and vast park, especially when electronic systems fail.

**Winch**
Can be attached to vehicles, instrumental in rescuing vehicles from difficult terrain.

**Handheld Radio**
Handheld walkie-talkies for staff communication, especially in areas without cell service.

**Raincoat**
Provide protection from inclement weather, ensuring staff comfort and safety during outdoor activities.

**Emergency Kit**
Equipped with essential tools for emergency scenarios, including three road flares, a flashlight, a medical kit, and a fire extinguisher. These are found in tour vehicles and many staff vehicles.

**Fire Extinguisher**
Portable extinguishers for use in fire emergencies, ensuring guest safety.

**Brochure Map**
A detailed map of the island given to guests, highlighting key attractions and aiding in navigation.

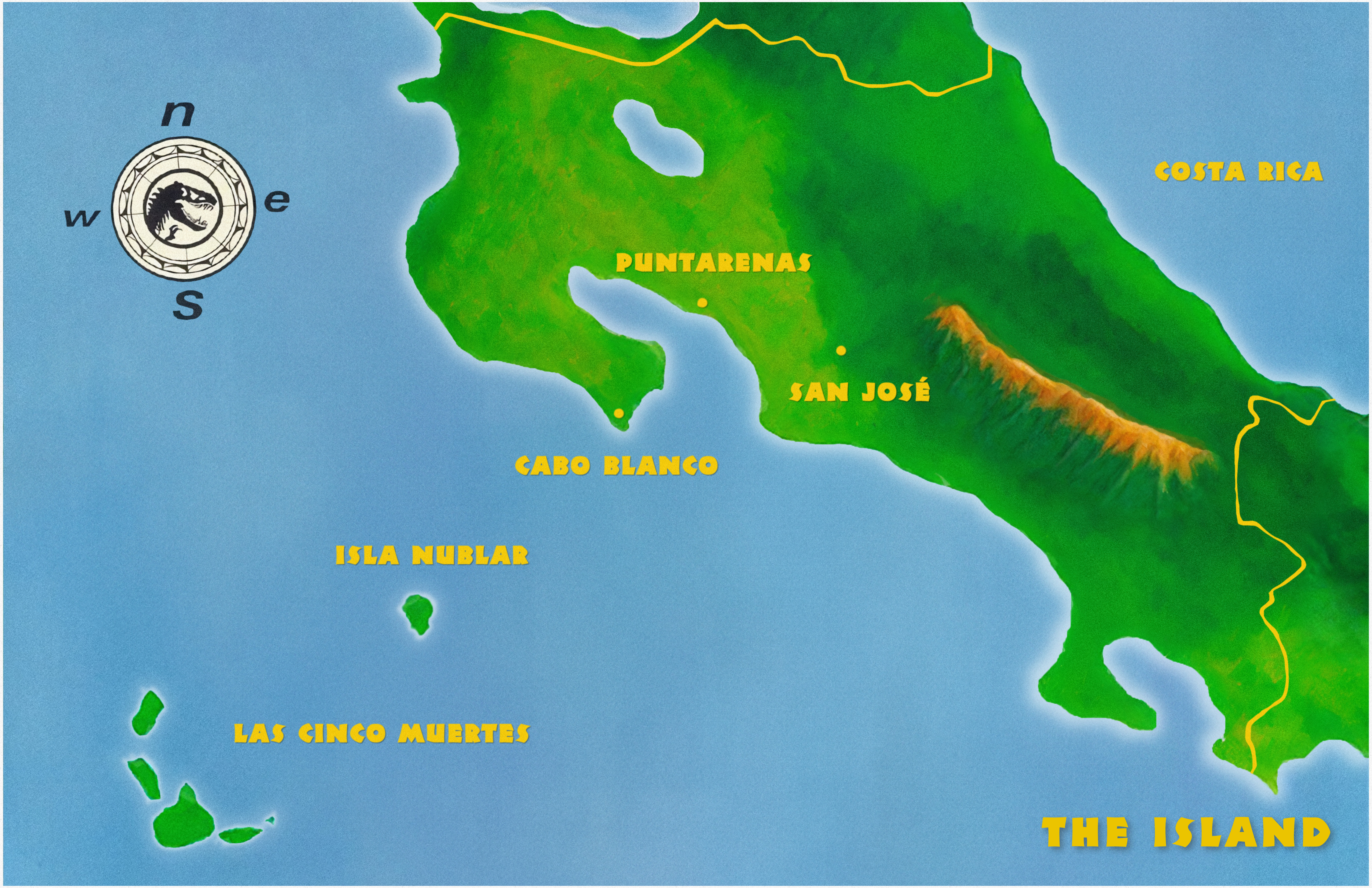
**Night Vision Goggles**
Enable guests to view dinosaurs during night tours or in other low-light conditions.

**Binoculars**
Available in guest bungalows, allowing for safe observation of dinosaurs and the landscape during park tours.

**Food**
Various types available throughout the park, including energy bars and snacks, providing sustenance during activities.

**Canteen**
Crucial for hydration, especially during long treks or in emergency situations.

**Flask**
Contains alcohol, which can serve as an antiseptic or morale booster.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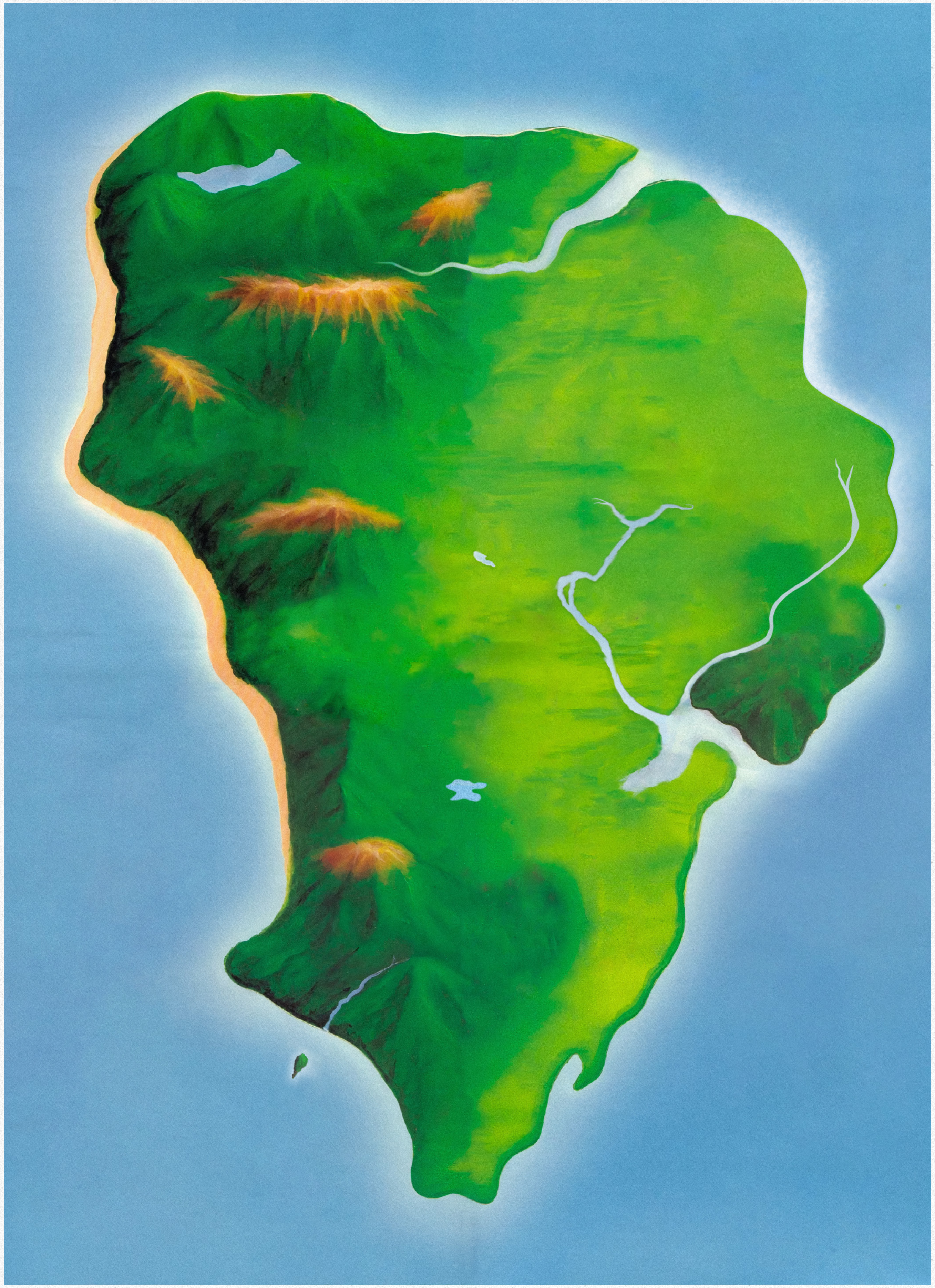


# THE CLOUDED ISLAND

*"Oh yes, we bought it and started our operation oh, four or five years ago now. I forget exactly. Called Isla Nublar-big island, hundred miles offshore. Going to be a biological preserve. Wonderful place. Tropical jungle."*

— JOHN HAMMOND

## *Isla Nublar*

Isla Nublar is a secluded island situated 120 miles off the west coast of Costa Rica, adjacent to the Muertes Archipelago in the Pacific Ocean. The island is approximately 8 miles in length and 3 miles wide, totaling an area of about 22 square miles. Its shape resembles an inverted teardrop, with a bulging northern section and a tapered southern end. The island's diverse landscape is a blend of lush tropical rainforests, steep mountainous regions, and lush jungle lowlands, creating a varied and rich ecosystem. This natural splendor, combined with its remote location, has made Isla Nublar the ideal setting for InGen's secluded research and development activities and the creation of Jurassic Park. The island's isolation and unique topography provide both a natural barrier and a perfect backdrop for the groundbreaking advancements in genetic engineering and paleontological revival.

## *Overview*

**Getting to the Island**

Reaching Isla Nublar primarily involves a 5 hour sea journey from Puntarenas, Costa Rica, a quaint fishing village situated approximately two hours by road from the capital, San Jose. This port serves as the main gateway for employees traveling to the island, with boats typically docking at the North Dock, which doubles as the primary cargo terminal. In cases of adverse weather, such as the frequent dense fogs or tropical storms that shroud the island, the East Dock is also employed for passenger arrivals. For VIPs and high-ranking staff members like John Hammond, Ed Regis, and Henry Wu, helicopter travel is an option, offering direct access to the island. While the Isla Nublar airstrip is currently restricted to cargo flights, plans are underway to expand its services to include employee and passenger flights.

### Topography and Geology

The island boasts a rugged and diverse landscape, characterized by sandy beaches, steep mountains peaking at 2000 feet in the north, steep cliffs, and open plains. Isla Nublar is of volcanic origin, primarily composed of igneous rock, such as basalt. The northern volcano, known as Mount Sibo, is considered active, evidenced by the presence of steam vents and hot springs scattered across the island.

### Climate and Weather

The climate of Isla Nublar is tropical maritime, with light seasonal rains and distinct rainy and dry seasons. It is known as the clouded island for its frequent and dense fog. Temperatures typically range from 75-90°F year-round. Despite the heat and high humidity, conditions are often moderated by ocean breezes. The island experiences frequent thunderstorms and lightning strikes.

During a hurricane event, Isla Nublar experiences sustained high winds, significant precipitation, and potential for coastal and inland flooding, consistent with Category 3 or higher storm conditions. The island's infrastructure is subject to increased stress due to hurricane-force winds, while torrential rains contribute to heightened erosion and water saturation levels. Despite these challenges, operational disruptions are not anticipated.

### Native Wildlife

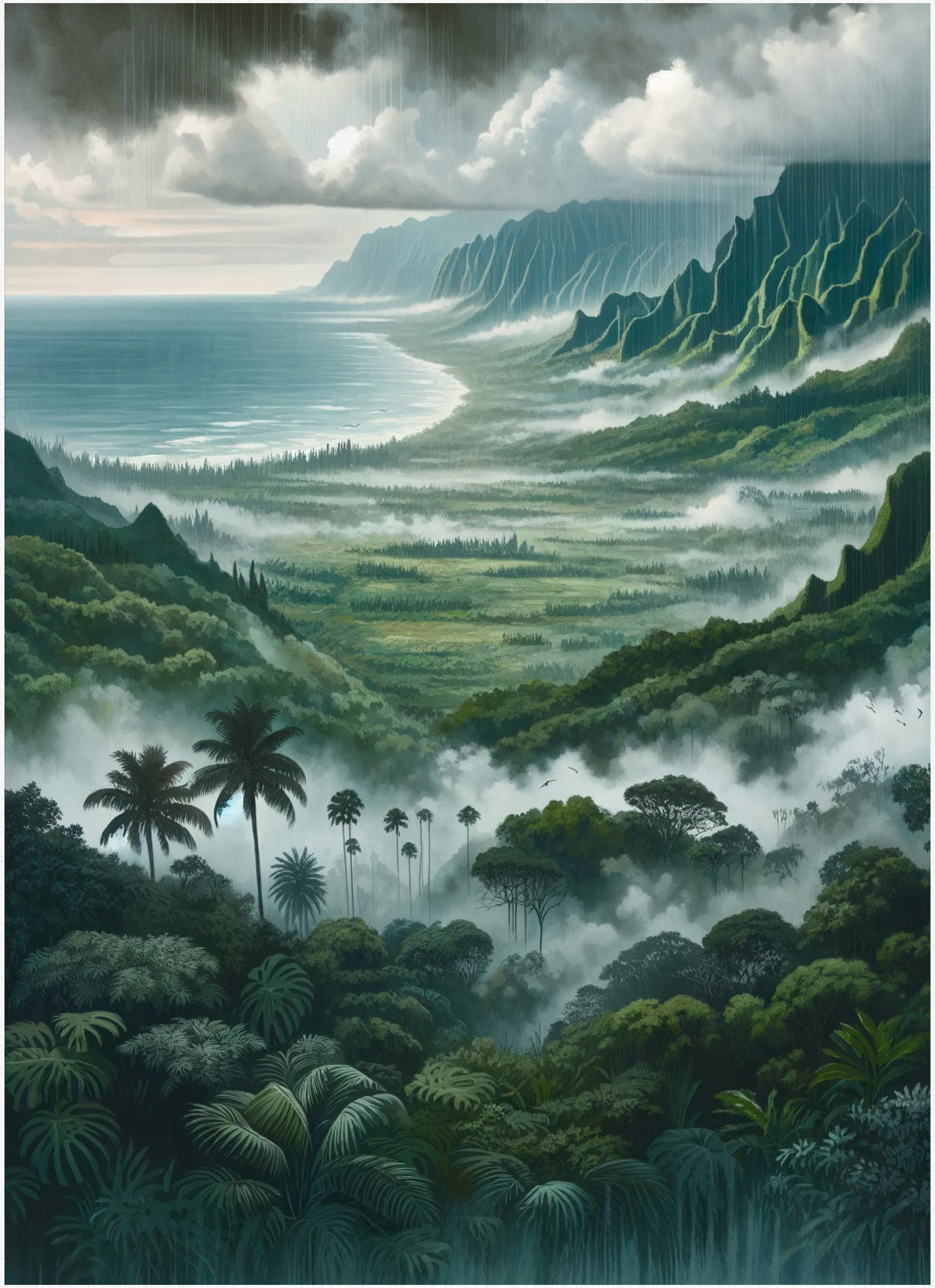
Dense tropical and subtropical moist broadleaf forests largely cover the island, with palm trees being a dominant feature. The mountain slopes are adorned with pine and fir trees, while mangrove swamps line the rivers. Isla Nublar also includes sections of grassland savanna, fern fields, bamboo, fruit trees, and exotic flowering plants, with vines and epiphytes being common. Modern reptiles such as iguanas, snakes, lizards, and turtles inhabit the island, along with birds like parrots and toucans, and mammals such as boar and deer. Livestock, including goats, are raised as food sources for the dinosaurs, and rats are present around human facilities.

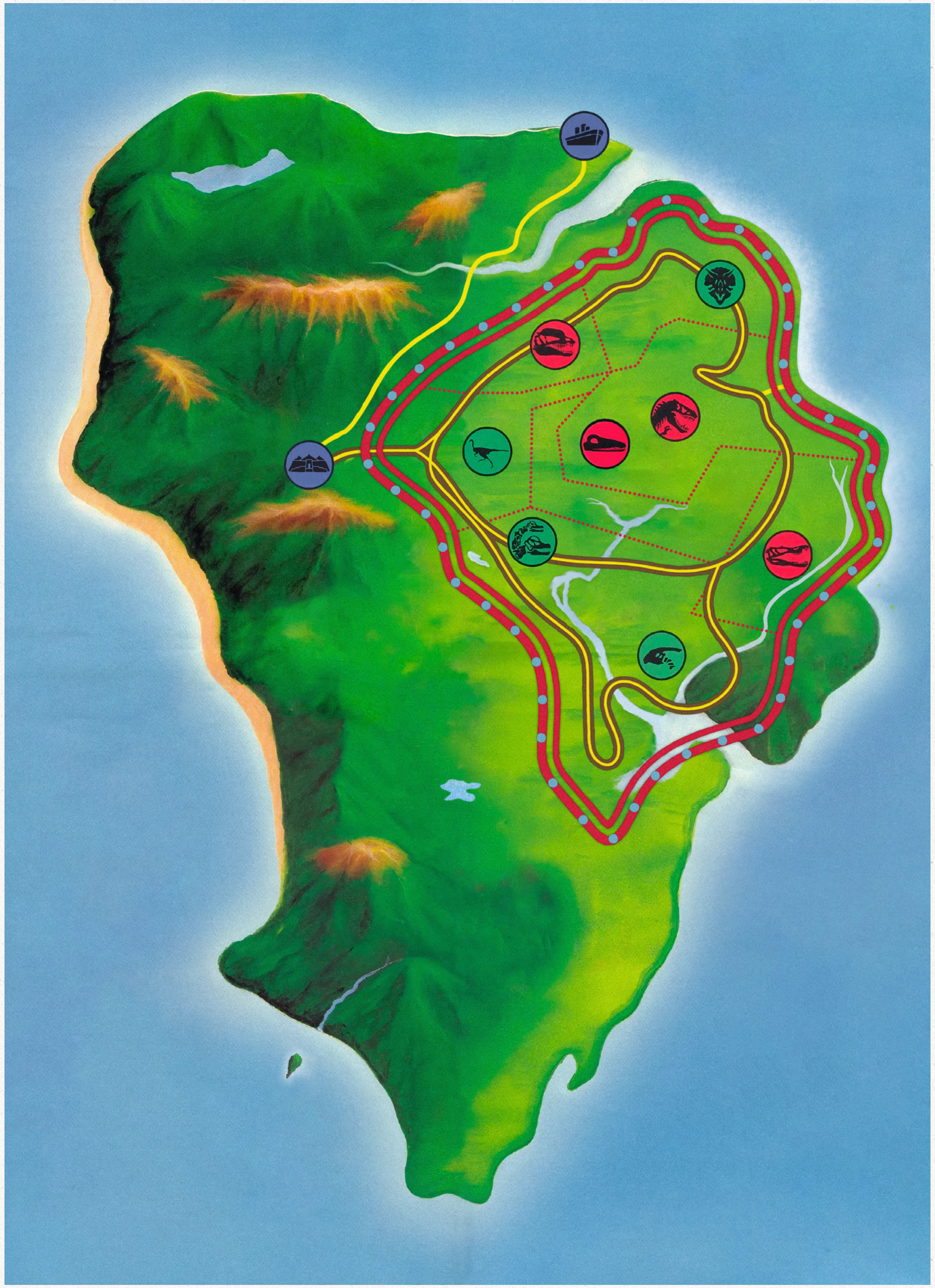
### Water Resources and Coastline

Isla Nublar is rich in water resources, with multiple rivers and streams originating from Mount Sibo and a central lagoon within the interior. The island also contains underground aquifers. The coastline is surrounded by beaches on all sides, with coral reef formations offshore and sheer cliffs to the northwest. Docks are built on the north and east coasts to facilitate access to the island.

### Human Settlement and Infrastructure

The entire island is privately leased by the InGen corporation from the Costa Rican government. Hospitality facilities are constructed in the northern part of the island, and worker facilities are constructed in the southern part of the island, with roads, fences, utilities, and other infrastructure developed to support the Jurassic Park attraction. The island's unique topography and climate allow for a variety of ecosystems to replicate prehistoric environments in the dinosaur enclosures, from dense jungles for carnivores to vast open plains for grazing herbivores.





## Brochure Map

This Brochure Map is a beautifully-crafted guide designed to captivate and inform guests about Isla Nublar. This vibrant and colorful illustration is more than just a navigational aid; it's a visual journey through the park's marvels. It outlines the major attractions and facilities, making it an indispensable tool for visitors to explore the park's many wonders.

**Park Drive**

Central to the map is Park Drive, the heart of the Jurassic experience. This electric vehicle tour winds through various paddocks, each a unique habitat showcasing dinosaurs in their naturalistic environments. The map clearly delineates these enclosures, offering guests a glimpse into the lives of these magnificent creatures.

**Paddock 1: Gallimimus Grasslands**

Open fields dominate Paddock 1, home to the swift Gallimimus herds. The design emphasizes visibility, allowing these dinosaurs to exhibit their natural behaviors in an unobstructed landscape.

**Paddock 2: Dilophosaurus Den**

Dense vegetation characterizes Paddock 2, tailored for the Dilophosaurus. This enclosure replicates their natural habitat, complete with a water source for hunting.

**Paddock 3: Triceratops Territory**

Paddock 3 replicates the Late Cretaceous woodlands and plains, catering to the Triceratops. A blend of open spaces and vegetation, supporting their social and dietary habits.

**Paddock 4: Tyrannosaurus Thicket**

The T-Rex's domain in Paddock 4 is a fortress of safety and naturalism, with high fences and varied terrain. It includes forest areas and an artificial lake, providing a glimpse into the life of this apex predator.

**Paddock 5: Baryonyx Basin**

Designed around a dense marsh, Paddock 5 perfectly suits the semi-aquatic lifestyle of the Baryonyx, the fish-hunter.

**Paddock 6: Future Expansion**

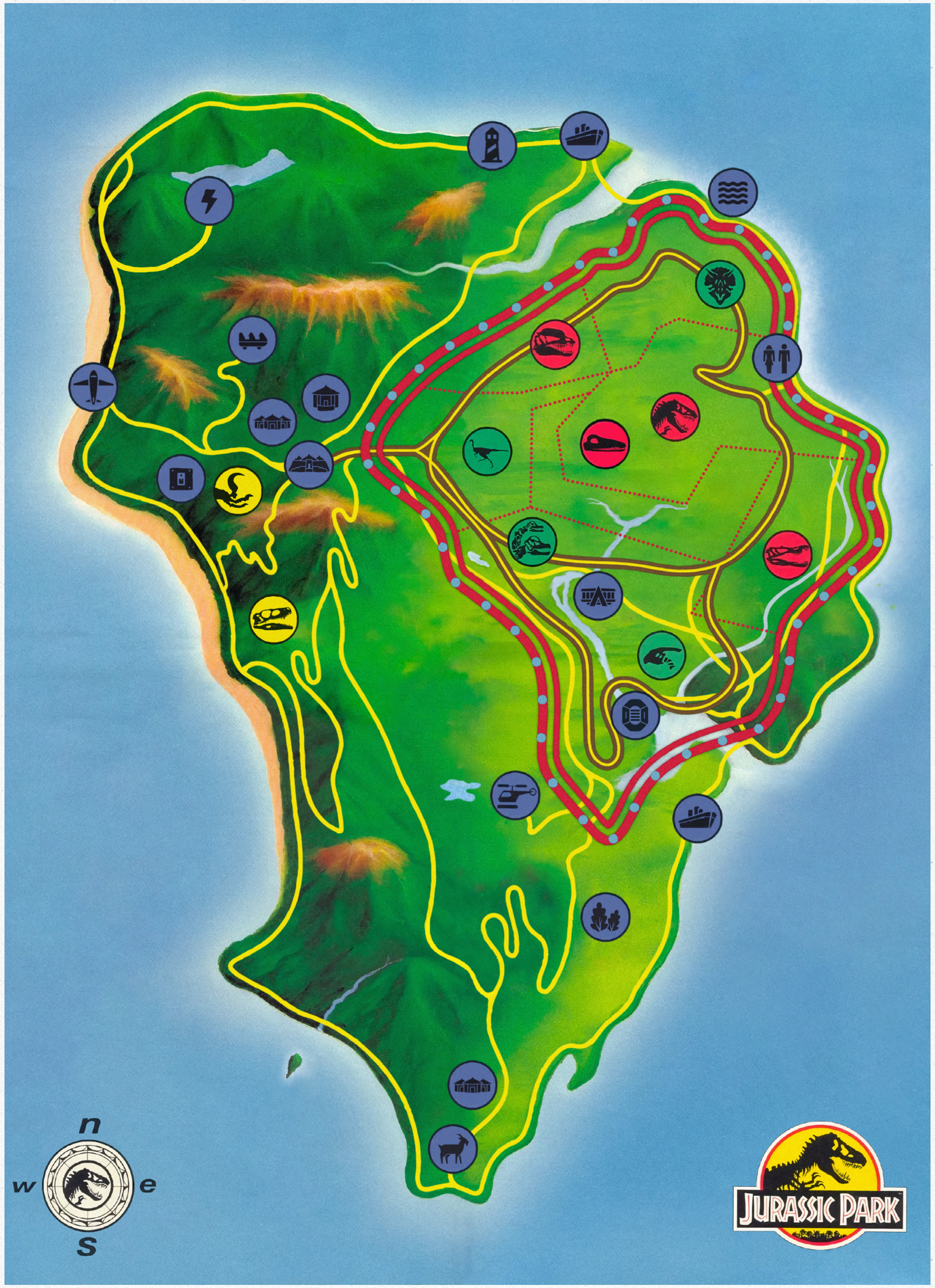
Currently unoccupied, this area is earmarked for future developments, showcasing the park's commitment to growth and innovation.

**Paddock 7: Sauropod Swamp**

Tall flora and spacious landscapes define Paddock 7, catering to the towering Brachiosaurus. It's a throwback to their prehistoric environment, allowing natural feeding and movement.

**Key Facilities and Amenities**

The map also highlights essential facilities for a comfortable visit. The Visitor Center acts as the hub of activity, while the North Dock signifies the entry and exit point.



## *Facilities Map*

The Facilities Map of Isla Nublar, designed exclusively for internal use by park employees, offers a comprehensive and intricate overview of the island's operational layout. Unlike the more simplified Brochure Map provided to guests, this map is a testament to the meticulous planning and organization that underpins Jurassic Park's infrastructure. Central to the map's design is the delineation of the park's various zones, including the boundaries of dinosaur paddocks, worker accommodations, guest amenities, and the extensive network of service roads. This detailed representation allows staff to understand the functional layout of the island and their specific roles within it.

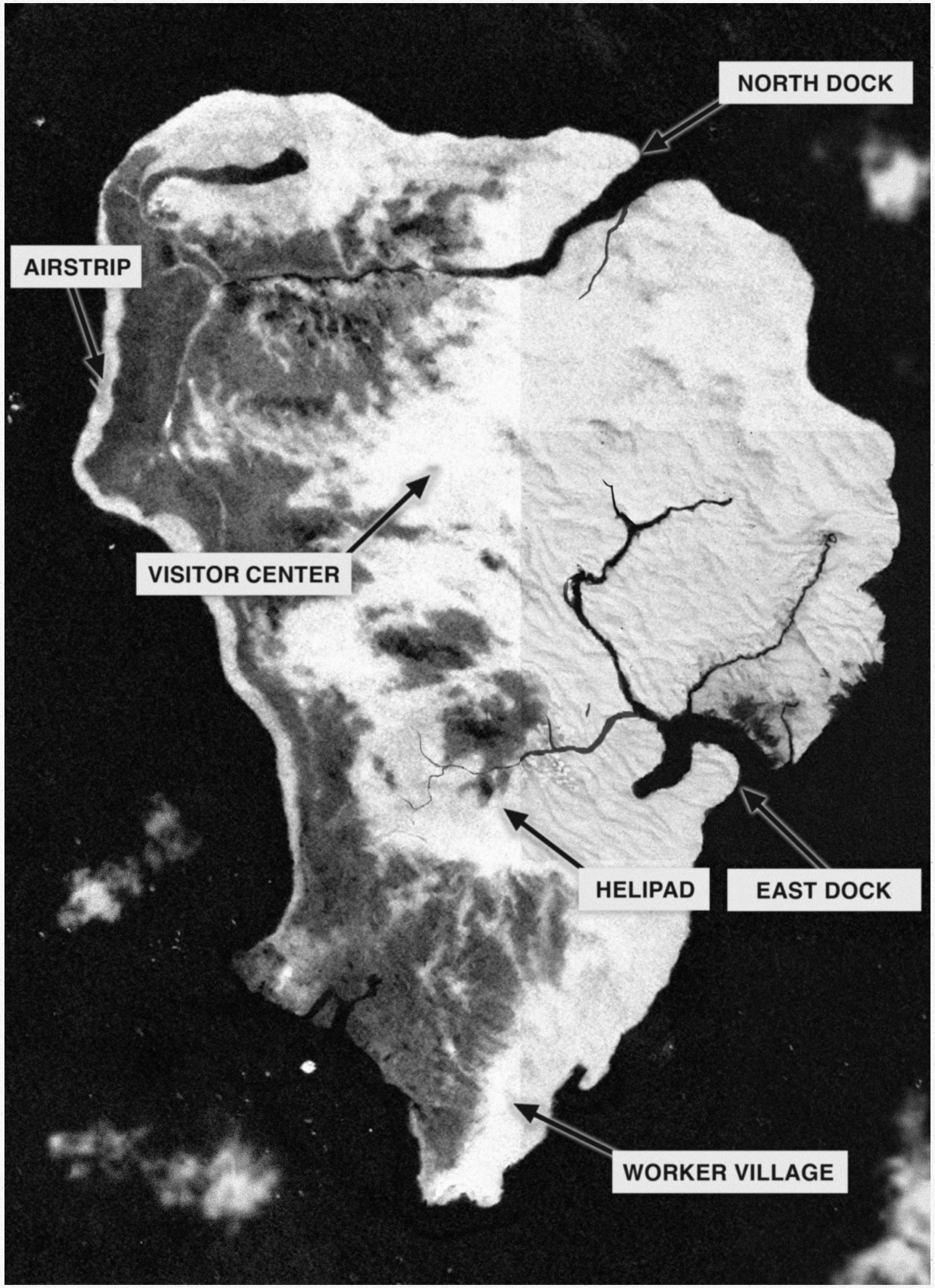
The map includes a detailed depiction of the Main Road, a well-maintained two-lane path connecting key areas such as the dock, Visitor Center, and Worker Village. The Perimeter Road, another vital feature, runs around the island's edge, allowing staff to monitor fence lines and access remote areas. Carved into cliff sides and mountainous terrain, this road minimizes land disturbance while providing essential utility access. Restricted Roads, such as the route to the raptor paddock, are clearly marked on the map, accessible only to essential personnel. These roads are safeguarded with gates and barriers, ensuring the safety and security of both staff and guests.

The map also details key facilities crucial to the park's operation. The Geothermal Plant taps into the island's volcanic activity to provide clean, efficient energy. The Lighthouse, essential in the foggy northern end, ensures safe navigation for ships. The Airstrip and East Dock facilitate the movement of personnel and supplies, while the Boathouse serves as a base for aquatic activities.

Additional facilities like the Helipad, Carnivore and Herbivore Feeding Compounds, Senior Staff Lodges, Safari Lodge, and Power Outpost are all plotted, providing staff with a clear understanding of the park's extensive infrastructure. The map even includes future attractions like the Bone Shaker Roller Coaster and the Marine Facility, illustrating the park's ambitious vision.

The Raptor and Herrerasaurus Paddocks reflect the importance of security in these areas. The Raptor Paddock, with its high electric fences and dense vegetation, is designed for both containment and environmental enrichment. The larger Herrerasaurus Paddock, set apart for behavioral studies, is equipped with rugged terrain and ample cover, facilitating natural behaviors and allowing for comprehensive observation by the staff.

The inclusion of a compass rose is a practical feature, aiding staff in orienting themselves while navigating the complex landscape of Isla Nublar. This map is not just a tool for navigation; it's a critical component of the park's operational framework.



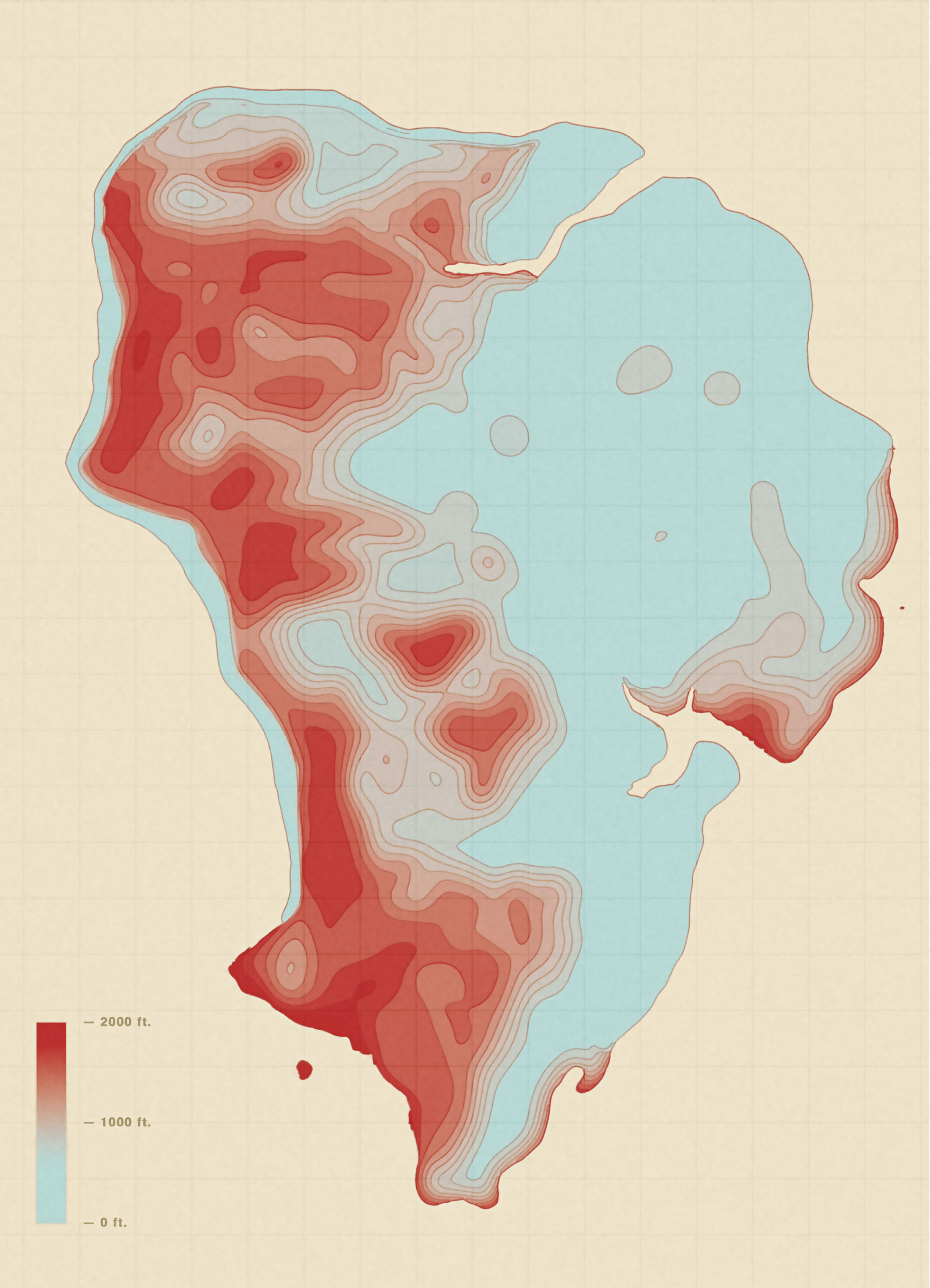
## *Satellite Map*

The CORONA satellite program, a groundbreaking initiative in the realm of aerial reconnaissance during the Cold War, played an instrumental role in enhancing the United States' strategic surveillance capabilities. This program was launched as a response to the limitations encountered by the U-2 spy plane program, with the primary objective of providing a more sustainable and less detectable method for monitoring global activities, particularly those of the Soviet Union and its allies. Orbiting at an altitude of approximately 100 miles, the CORONA satellites were equipped with advanced photographic technology, enabling them to capture detailed images of extensive land areas, marking a significant evolution in espionage techniques of that era.

In this context, the satellite image of Isla Nublar, captured by a CORONA satellite, emerges as a particularly significant artifact. The island, frequently obscured by fog, tropical rains, and occasional geothermal activity, typically resists clear aerial photography. These natural conditions often hinder the acquisition of detailed imagery, making the CORONA satellite image a rare and invaluable depiction of Isla Nublar's geography. The image's clarity and precision are a testament to the CORONA program's advanced capabilities, offering an unobstructed view of the island's dense tropical vegetation, rugged terrain, and key geographical features such as Mount Sibo in the northern part of the island, the intricate network of streams and waterfalls, and the large central lagoon that serves as a focal point of the island's ecosystem.

This satellite image, initially intended for geopolitical reconnaissance during the Cold War, inadvertently provides the most comprehensive visual documentation of Isla Nublar available to date. The photograph's existence is a serendipitous outcome of the geopolitical strategies of the era, offering a unique glimpse into the island's topography and natural features. This composite image, pieced together from several satellite passes, free from the atmospheric interference typically caused by the island's adverse weather conditions, presents an unembellished view of Isla Nublar.

While its primary purpose was to monitor political activities in Central America, this satellite image has become an indispensable tool for operational planning and emergency response for activities on Isla Nublar. The detailed representation of the island's topography and natural features provides invaluable information for logistical planning, environmental assessments, and strategic considerations. This is particularly crucial for those involved in the management and operation of the island's facilities. The absence of more contemporary photographs, due to the island's typical weather conditions, further elevates the importance of this CORONA satellite image.



## *Topographical Map*

The Topographic Survey Map of Isla Nublar, created in the mid-1980s by the original construction crew, is a meticulously detailed representation of the island's varied terrain. This map was essential for the planning and development of Jurassic Park, providing a comprehensive understanding of the island's geographical features. The map's gradient hues, ranging from warm reds to cooler blues, visually depict the island's elevation changes, with the warmest colors indicating the highest peaks and the cooler tones representing lower elevations and coastal areas.

Each contour line on the map, known as an isopleth, connects points of equal elevation above sea level, drawn at intervals of 100 feet. This contour interval was carefully chosen to balance the map's readability with the level of detail required for precise planning. The topographical map thus becomes an invaluable tool, not just for visualizing the island's landscape, but also for understanding its complex elevation patterns, which are crucial for infrastructure development, navigation, and strategic planning.

The topographical survey process involved a team of licensed land surveyors using advanced technology, including GPS and EDM TST devices, to gather data on the island's natural features including mountains and lowland areas. This fieldwork was vital for creating an accurate representation of Isla Nublar's terrain, including its dense forests, rugged volcanic features, and diverse biomes. The surveyors' findings were then meticulously processed to produce the final topographic map, which outlines the island's surface features and natural attributes.

It was an indispensable resource for architects, civil engineers, and builders involved in the development of Jurassic Park. The map's detailed depiction of the island's topography was crucial for designing the park's infrastructure, including the layout of roads, buildings, and, most importantly, the dinosaur paddocks.

The topographical map's contour lines offer a clear visual representation of the island's complex geography. Gentle slopes are indicated by widely spaced contour lines, while steeper areas show lines that are closer together. The coastal areas and beaches are represented by broader contour lines, indicating flatter terrain.

The Topographic Survey Map of Isla Nublar is more than just a map; it's a comprehensive guide to the island's complex and dynamic landscape. Its creation was a critical step in the development of Jurassic Park, allowing for informed decision-making in the layout and construction of the park's facilities and attractions. The map continues to be an invaluable resource for the ongoing management and preservation of Isla Nublar's unique environment and its extraordinary inhabitants.

## *Flora and Fauna*

**Flora**

The island's flora is predominantly made up of tropical and subtropical moist broadleaf forests. Towering trees such as mahogany, ceiba, and strangler figs form the upper canopy, while the understory thrives with a variety of ferns, palms, and bamboo clusters. Orchids and bromeliads add splashes of color, clinging to the trees as epiphytes. Along the coast, mangrove swamps provide a transitional zone between marine and terrestrial ecosystems, and inland, patches of grassland savannas break the expanse of the forest.

**Fauna**

The animal life on Isla Nublar is as varied as its plant life. Reptiles, such as green iguanas and boa constrictors, are common, as are a multitude of amphibians like the white-lipped frog and the mourning gecko. Avian species are abundant, with the resplendent quetzal and the keel-billed toucan being some of the most striking. The island's streams and rivers are home to fish species like the machaca and the rainbow bass. Mammals range from tufted deer to large bats to tiny agoutis—a type of tropical guinea pig.

## *Biomes and Geology*

Isla Nublar, a jewel of the Muertes Archipelago, presents a microcosm of Central American biomes, each contributing to the island's complex ecological tapestry. The island's geology, shaped by its volcanic origins, has given rise to a landscape as diverse as the life it supports.

**Volcanic Features**

At the heart of Isla Nublar's geological identity is Mount Sibo, an active volcano whose presence looms large over the northern part of the island. Its slopes, composed of basalt and other igneous rocks, are dotted with steam vents and hot springs, hinting at the geothermal forces at play beneath the surface. These volcanic features have created a rich soil that supports the island's lush vegetation and provides a natural source of heat and minerals for the island's diverse ecosystems.

**Tropical Rainforest**

The most extensive biome on Isla Nublar is the tropical rainforest, a dense canopy of mahogany and ceiba trees that teems with life. This biome is characterized by high rainfall, high humidity, and relatively stable temperatures throughout the year, fostering a biodiverse haven for both flora and fauna. The forest floor is a network of ferns and small shrubs, thriving in the dappled sunlight that filters through the canopy above.

**Interior Mangroves and Beaches**

Within the island, mangrove swamps act as a buffer between the terrestrial and marine environments. These tangled root systems are crucial for coastal protection and provide a nursery for many marine species. The island's beaches, ranging from sandy stretches to pebbled coves, are nesting grounds for sea turtles and a myriad of crustaceans.

**Grassland Savanna**

Pockets of grassland savanna interrupt the forested landscape, offering open spaces where sunlight reaches the ground uninterrupted. These areas are dominated by tall grasses and the occasional acacia tree, providing a different habitat for species that prefer less dense vegetation.

**Mountainous Regions**

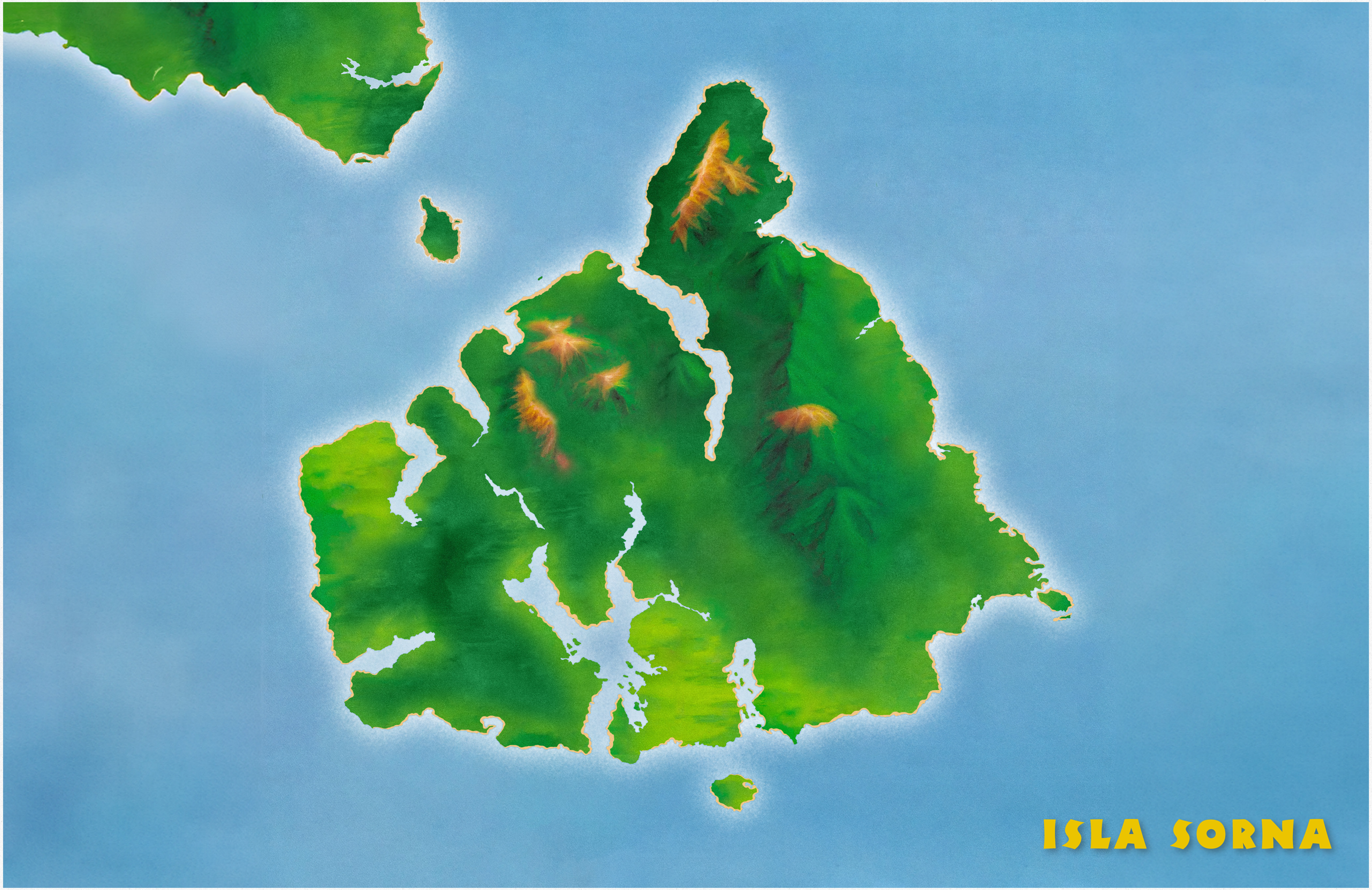
The steep mountains, particularly in the northern reaches, are home to a cooler, more temperate climate. Pine and fir trees replace the tropical hardwoods, and the fauna adapts to the rugged terrain and cooler temperatures. These areas are less explored and serve as a refuge for some of the island's more elusive creatures.

**Freshwater Systems**

The island's freshwater systems, fed by the volcanic peaks, are a lifeline for the island's inhabitants. Rivers and streams cut through the landscape, culminating in a southern lagoon that serves as a hub for the island's water cycle. These waters are teeming with life, from fish to amphibians, and serve as a critical resource for both the native wildlife and the park's dinosaurs.

**Geological Stability**

Despite its volcanic nature, Isla Nublar's current geological stability is carefully monitored. The island's infrastructure has been strategically placed to minimize the risk from potential volcanic activity. However, contingency plans are in place should Mount Sibo show signs of increased activity—an unlikely but possible scenario.



ISLA SORNA

SITE B
nGen Site B
search Facil

# THE FACTORY

*"This island is Hammond's dirty little secret. It's the dark side of his park."*

— IAN MALCOLM

## *Site B*

This secretive site, known only to a handful of InGen's inner circle and referred to as "Site B," stands as InGen's darker, more enigmatic sibling to the public-facing Jurassic Park. Nestled on the remote Isla Sorna, a larger island in the Muertes Archipelago, Site B serves as the true heart of InGen's dinosaur resurrection project, an inconvenient detail hidden from public knowledge and prying eyes.

Unlike Jurassic Park, intended as a spectacle for public consumption, Site B's inception was rooted in practicality and secrecy. This island was not designed for visitors or spectacle; it was a massive, high-security facility where the actual science of bringing dinosaurs back to life unfolded. It was here, amidst the dense foliage and secluded habitats of Isla Sorna, that the dinosaurs of Jurassic Park were truly born. From the tiniest Compsognathus to the towering Brachiosaurus, each creature that is set to amaze guests at Jurassic Park first came into existence on Site B.

While guests marvel at the dinosaurs on Isla Nublar, few know that these creatures were transported from their true birthplace on Site B. This secondary site houses extensive facilities for genetic engineering, incubation, and early life care of the dinosaurs. Scientists and geneticists work tirelessly, experimenting and refining the processes that make de-extinction a reality. The island itself was chosen for its unremarkable and remote nature, providing a natural quarantine zone to maintain a tight veil of secrecy around InGen's groundbreaking yet ethically-gray endeavors.

Isla Sorna, in its near-undisturbed state, provides the perfect backdrop for this secretive work. The island's dense jungles and varied terrain offered a ready-made environment for dinosaurs to grow and develop before being showcased at Jurassic Park for guests to enjoy. This natural setting allows for a level of ecological and behavioral study impossible in the smaller and more artificial confines of the park. In a way, Site B is a living laboratory, where the true extent of InGen's scientific prowess and the practical realities of dinosaur life can be observed and studied away from public scrutiny.

## *Continual Improvement*

The necessity of Site B in the grand scheme of Jurassic Park's creation, is rooted in both practicality and secrecy. While Isla Nublar is the public face of InGen's groundbreaking project, showcasing the awe-inspiring spectacle of living dinosaurs, Isla Sorna serves as the secret backbone of the entire operation. This remote island is where the true science of de-extinction unfolds, far from the public eye and the scrutiny it will soon attract.

The trials faced by the scientists at Isla Sorna are as groundbreaking as they were daunting. The initial step of extracting dinosaur DNA from prehistoric mosquitoes trapped in amber was a feat of scientific ingenuity, pushing the boundaries of genetic research into uncharted territories. However, this was just the beginning of a series of complex challenges.

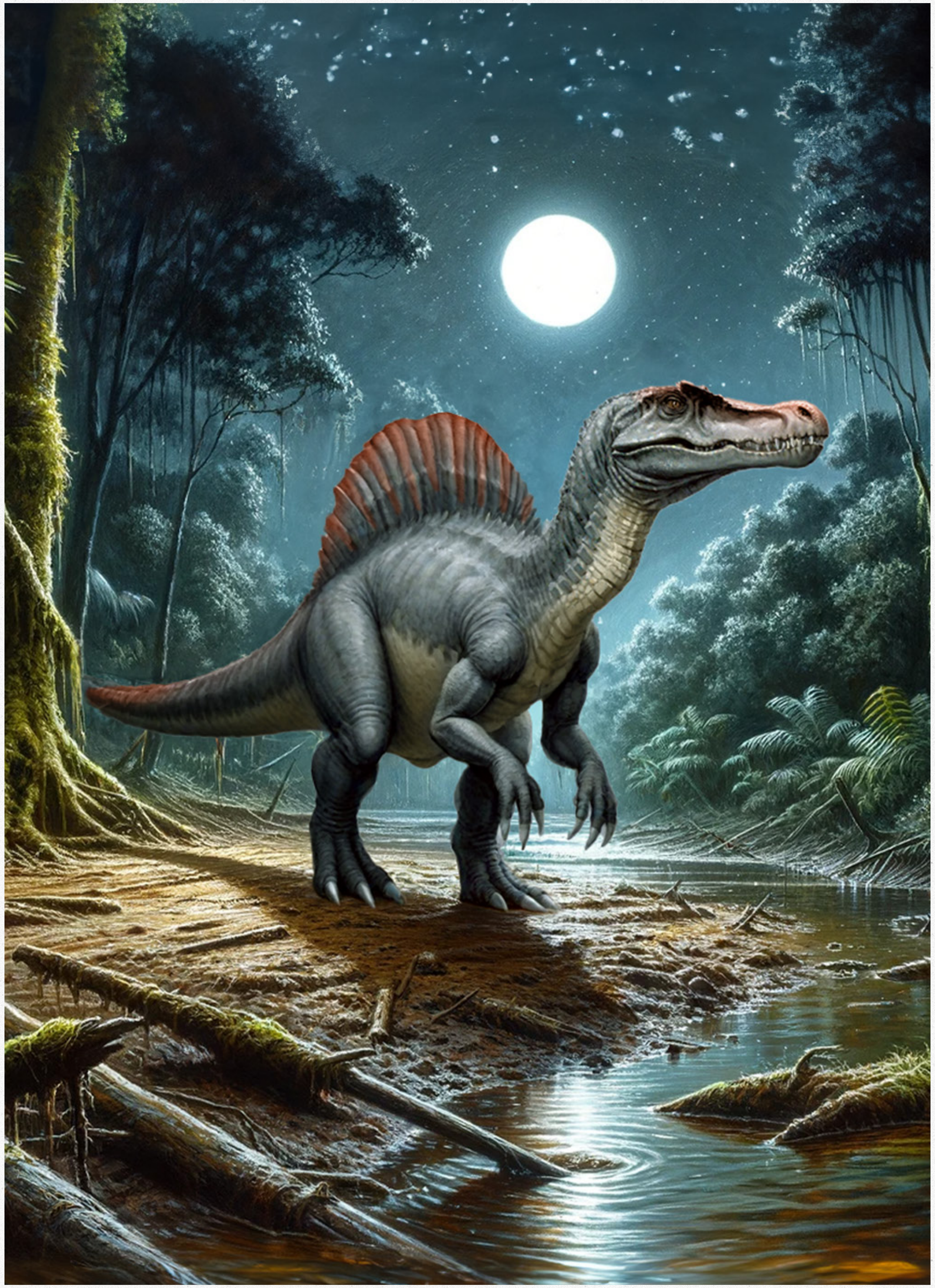
Once the ancient DNA was extracted, the next hurdle was piecing together these fragmented genetic blueprints. The gaps in the sequences were significant, and the scientists ingeniously filled these with DNA from modern species, such as frogs. This process, while innovative, introduced unforeseen complications, as the amalgamated DNA did not always behave predictably.

The cloning and incubation processes were fraught with difficulties. Despite the advanced technology at their disposal, the scientists grappled with maintaining the health and viability of the newborn dinosaurs. Infections, contamination, and the delicate health of the newborns were persistent issues, underscoring the unpredictable nature of resurrecting extinct species.

In response to these challenges, a radical 'tag and release' program was implemented. Newborn dinosaurs were tagged with Grumbach field tags and released into the island's environment. This approach allowed the dinosaurs to develop in more natural conditions, away from the artificial constraints of the laboratory. It also provided the scientists with invaluable data on how these creatures adapted and behaved in a semi-wild setting.

InGen's scientists are not just creating dinosaurs; they are constantly refining and updating their creations. As new breakthroughs are made, older versions of these scientific marvels are humanely euthanized, and new populations are introduced. This ongoing process ensures that the dinosaurs on Isla Nublar are always the latest and most accurate versions of their prehistoric ancestors.

Site B's role is not just in the creation of these prehistoric creatures but also in their study and observation. The island serves as a living laboratory, where scientists can monitor the dinosaurs' behavior, health, and adaptability in a controlled yet natural setting. This data is crucial for the next phase of the project—the introduction of these dinosaurs to Jurassic Park on Isla Nublar.



# SPINOSAURUS

The Spinosaurus, with its distinctive sail and formidable size, is adapted to both land and aquatic environments, showcasing its unparalleled adaptability.

**Physical Traits and Abilities**
Standing at 16 feet tall at the head and reaching 19 feet 7 inches at the crest, the Spinosaurus stretches 37 feet in length and tips the scales at over 10 tons. Its most striking feature is the large sail on its back, formed by extended spines, used both for its thermoregulatory function and as a display mechanism. The Spinosaurus boasts a broad skull with dual head crests and a snout akin to that of Baryonyx. Its muscular forearms end in enormous, hook-like claws, adept at grasping prey firmly during combat.

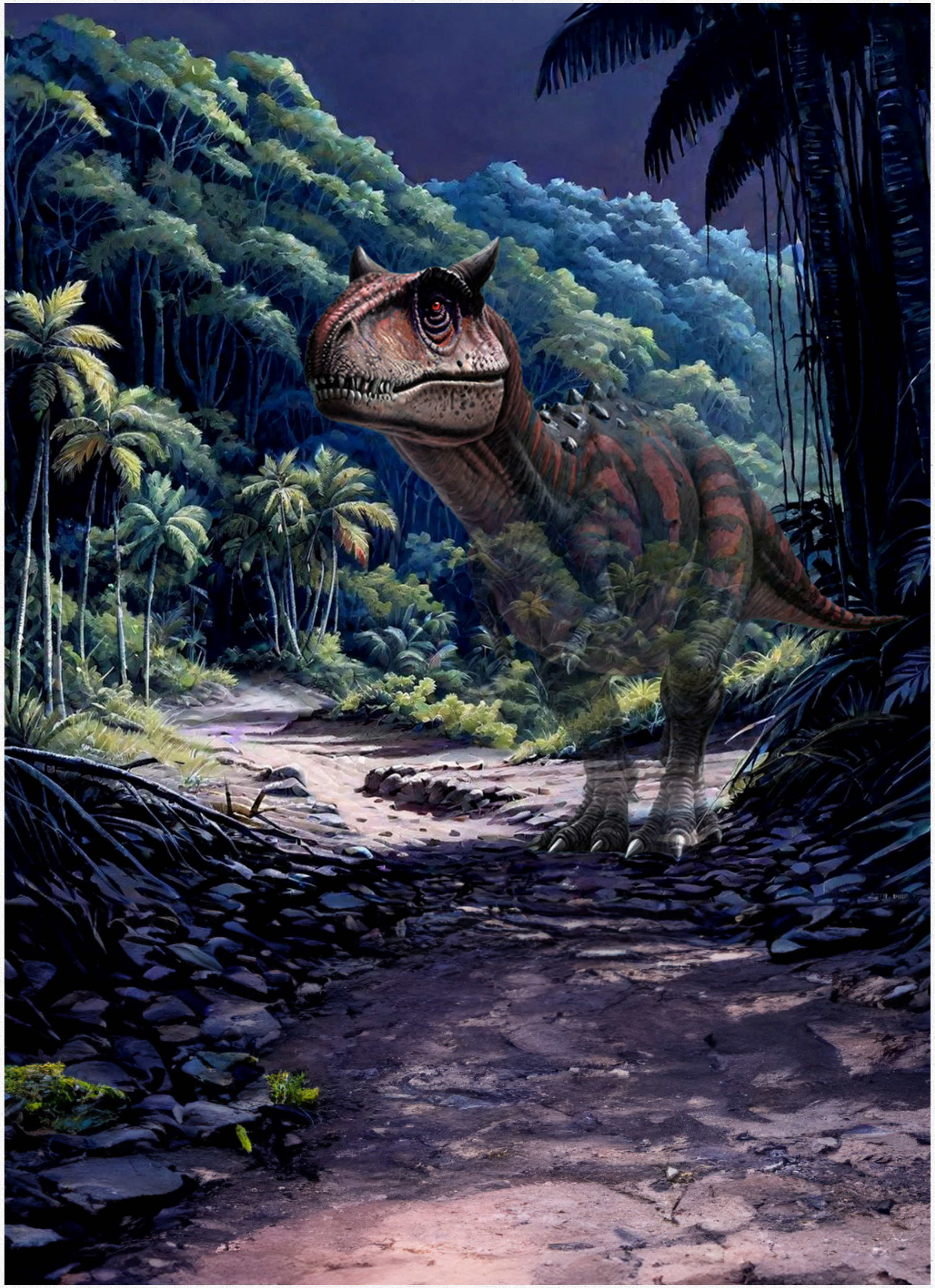
**Diet and Feeding Behavior**
As a semi-aquatic predator, Spinosaurus has a varied diet, preying on large fish in river systems and hunting dinosaurs smaller than itself on land. Its dense bones allow it to achieve neutral buoyancy, making it an adept swimmer and fisher. On land, it uses its powerful jaws and claws to subdue a variety of prey, showcasing its versatility as a hunter.

**Social Behavior**
Spinosaurus exhibits territorial aggression, especially against other large carnivores invading its domain. Its solitary nature emphasizes a preference for individual hunting territories, marked by frequent patrols and displays of dominance, including vocalizations and visual displays with its distinctive sail.

**Interaction and Defense Strategies**
In encounters with potential threats, Spinosaurus relies on its size, strength, and intimidation to deter adversaries. It can withstand substantial attacks, especially to its neck, thanks to its thick hide and robust muscular structure. When threatened, it uses its powerful forelimbs and tail to create barriers or to swipe at attackers.

**Attack Patterns**
The Spinosaurus engages in combat by using its jaw strength in conjunction with its formidable forelimbs to grasp and wrench the necks of its opponents. It employs ambush tactics near water, leveraging its semi-aquatic lifestyle to surprise prey and rival predators alike.

**Movement and Speed**
Despite its massive size, Spinosaurus is capable of swift movements in both aquatic and terrestrial environments. Its dense bones aid in swimming, while on land, it moves with surprising agility for its size, using its long legs for rapid sprints over short distances. This combination of speed and power makes the Spinosaurus an unmatched predator.



# CARNOTAURUS

The Carnotaurus, a stealthy predator on Isla Sorna, standing out for its unique blend of physical traits and natural abilities, making it a fascinating subject of study within the island's diverse ecosystem.

**Physical Traits and Abilities**
Carnotaurus stands at 7 feet tall with a distinct bulldog-like snout and horned protuberances above its eyes, complemented by notably small forelimbs. Its most remarkable feature is its advanced form of camouflage, allowing it to alter its scale color to blend seamlessly with its surroundings. This capability, combined with defensive osteoderms along its back, renders it a master of ambush and a challenging prey to spot, particularly during nocturnal hunts.

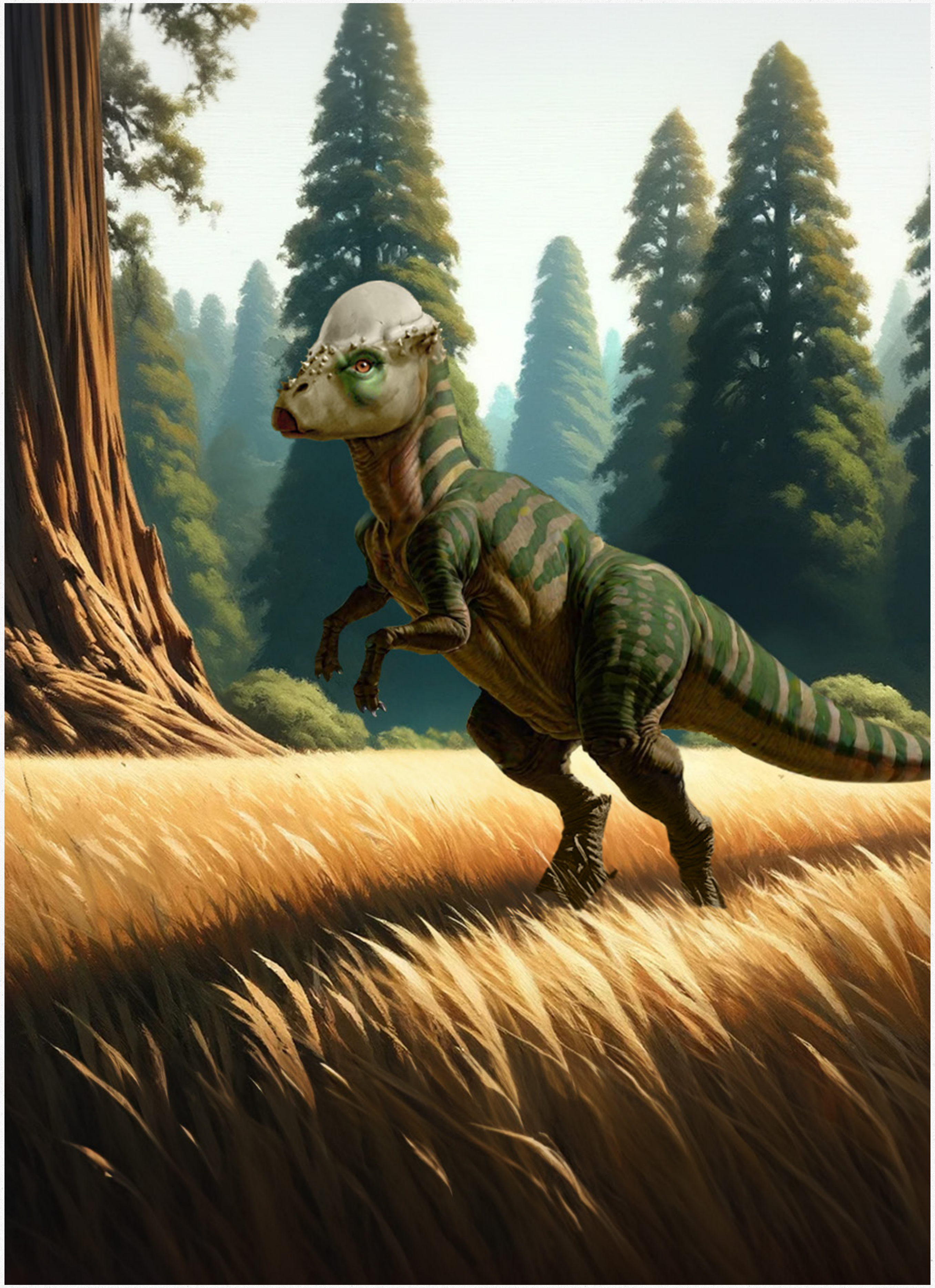
**Diet and Feeding Behavior**
Carnotaurus relies on the element of surprise to capture its prey, utilizing its speed and camouflage to launch sudden attacks. Despite its inability to sustain long chases, its ambush tactics make it an effective predator. It feeds on smaller dinosaurs and animals that stray into its territory, often hunting under the cover of darkness to utilize its camouflage to the fullest.

**Social Behavior**
Carnotauruses exhibit a unique pair-bonding behavior, forming lasting partnerships with their mates. This social structure is rare among carnivorous dinosaurs and suggests a complex behavioral pattern, including territory defense and possibly cooperative hunting strategies.

**Interaction and Defense Strategies**
The Carnotaurus' main defensive strategy is its camouflage, allowing it to avoid detection by both prey and potential threats. In daylight, when its nocturnal advantage wanes, it relies more on the physical protection offered by its osteoderms and the intimidating display of its horns.

**Attack Patterns**
Its primary mode of attack involves stealthily approaching prey before launching a swift, decisive strike, utilizing its powerful jaws and quick movements. The Carnotaurus is not built for prolonged pursuits, instead focusing on the effectiveness of surprise and the immediate takedown of its target.

**Movement and Speed**
Though not the fastest over long distances, Carnotaurus possesses quick, explosive bursts of speed, ideal for ambush hunting. Its movement is agile and precise, allowing it to navigate its preferred humid and warm environments of lakes, lagoons, and coastal plains with ease, making the most of its natural hunting advantages during the night.



# PACHYCEPHALOSAURUS

The Pachycephalosaurus, known for its distinctive domed skull, roams the wild expanses of Isla Sorna. This dinosaur's unique morphology and behaviors make it an intriguing study in evolutionary design and social dynamics.

**Physical Traits and Abilities**

Standing bipedally at about 4.6 meters (15 feet) in length, the Pachycephalosaurus is the largest of the bone-headed dinosaurs. Its defining feature is a bony dome atop its skull, reaching up to 25 centimeters (10 inches) thick, surrounded by bony knobs and spikes. This configuration, coupled with its large forward-facing eyes, provides both defense mechanisms and sharp binocular vision. Its body structure, characterized by a short neck, bulky body, and long hind legs, supports its unique head-butting behavior.

**Diet and Feeding Behavior**

Pachycephalosaurus sustains itself on a varied diet consisting of leaves, seeds, fruit, and insects, with a preference for easily shredded plant material like ferns. Its small, ridged teeth give it less ability to process tough, fibrous plants, ncessitating a selective feeding strategy to meet its nutritional needs.

**Social Behavior**

Pachycephalosaurus exhibits pronounced social behavior, where animals engage in head-to-head clashes to establish dominance and attract mates. These confrontations, along with their use of domed heads for defense, highlight their complex social interactions and hierarchy.

**Interaction and Defense Strategies**

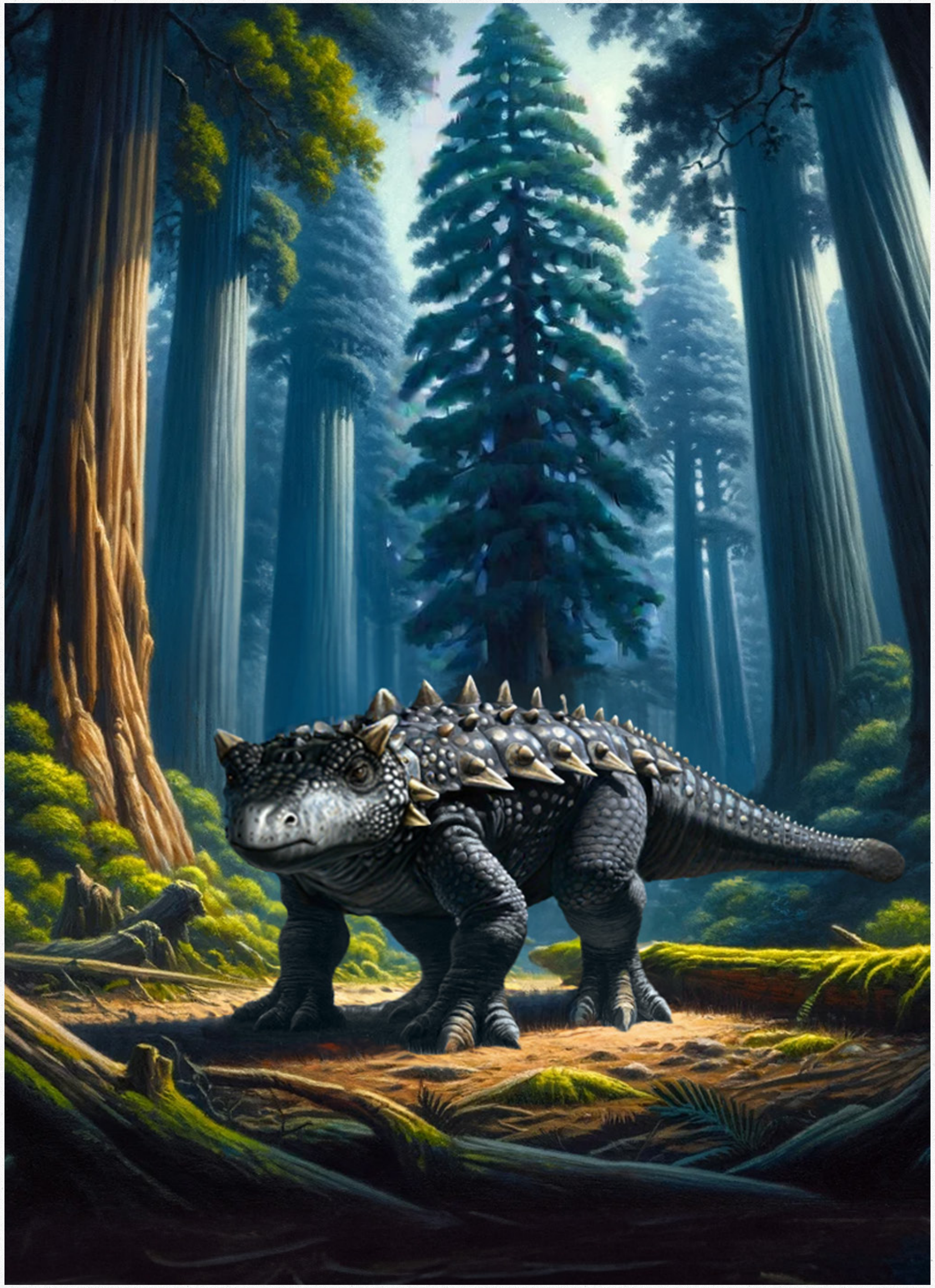
Pachycephalosaurus utilizes its unique skull structure defensively, head-butting the sides of predators and competitors to maintain balance and dominance. This defensive strategy, combined with its sharp vision, allows it to navigate and respond to threats effectively within its environment.

**Attack Patterns**

Aside from its head-butting dominance displays, Pachycephalosaurus may use its head as a battering ram against predators, aiming to knock them off balance. This aggressive tactic is complemented by side-butting, where it targets the flanks of opponents to destabilize them, showcasing its physical prowess.

**Movement and Speed**

The Pachycephalosaurus is agile, with its long hind legs enabling rapid movements. Despite its bulky body and heavy tail, it is capable of quick, purposeful strides, necessary for both engaging in social dominance contests and evading predators. Its movement is a blend of power and precision, reflective of its physical and behavioral adaptations.



# ANKYLOSAURUS

The Ankylosaurus, a formidable presence on Isla Sorna, stands out for its heavily armored body and unique defensive capabilities. Recognized for both its social nature and its instinctual defense mechanisms, this dinosaur is a study in prehistoric adaptability and resilience.

**Physical Traits and Abilities**
Ankylosaurus reaches lengths of up to 6.2 meters (20 ft) and weights over 6,000 kilograms, making it one of the heaviest armored dinosaurs. Its body is low-slung and broad, with hind limbs longer than the forelimbs, facilitating a quadrupedal stance. The skull is low, triangular, and wider than long, with weaker teeth indicative of a diet requiring minimal chewing. Its armor comprises osteoderms or scutes, arranged in horizontal rows with smaller nodules filling the gaps, providing formidable protection against predators.

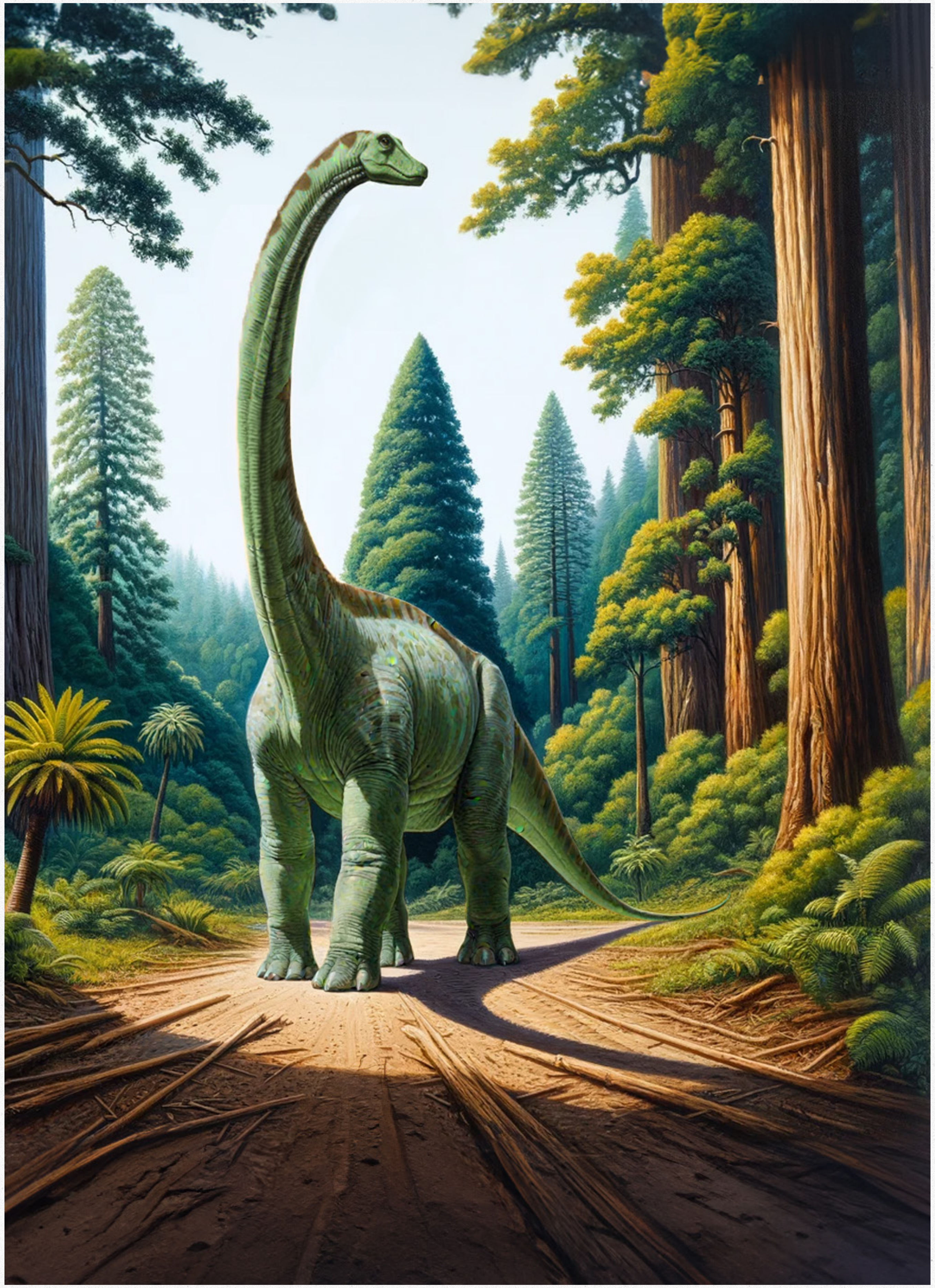
**Diet and Feeding Behavior**
With its weaker teeth, Ankylosaurus has a diet that requires minimal chewing, primarily feeding on low-growing vegetation in its floodplain habitat. This includes angiosperms and, to a lesser extent, conifers, ferns, and cycads, within a largely forested environment dotted with small trees.

**Social Behavior**
Ankylosaurus exhibits notable social behavior, forming herds that utilize a defensive circle formation to safeguard juveniles. This collective approach to defense underscores their communal nature and the importance of group survival strategies.

**Interaction and Defense Strategies**
Upon perceiving a threat, Ankylosaurus instinctively adopts an aggressive stance, either pressing itself into the ground for protection or swinging its clubbed tail as a deterrent. The dinosaur's skull armor and the presence of four horns behind its eyes and at the ends of its mouth play a crucial role in its defense.

**Attack Patterns**
In encounters with predators, Ankylosaurus primarily relies on its heavy, clubbed tail to deliver powerful blows. This defensive mechanism, combined with its aggressive and unpredictable nature, makes it a formidable opponent in any confrontation.

**Movement and Speed**
Given its heavy build and armor, Ankylosaurus moves with a deliberate pace, relying on its strength rather than speed. Its movement is methodical, designed to maintain stability and leverage its defensive capabilities effectively.



# MAMENCHISAURUS

The Mamenchisaurus, a gentle giant of Isla Sorna, is renowned for its extraordinarily long neck, a feature that distinguishes it within the dinosaur kingdom. This herbivore's unique physical attributes and behaviors offer a glimpse into the ecological dynamics of its habitat.

**Physical Traits and Abilities**

Sporting the longest neck of any known dinosaur, the Mamenchisaurus' neck stretches an astounding 18 meters (60 feet), surpassing the length of a school bus. This remarkable feature, combined with a long tail and sturdy legs, characterizes its silhouette. Its spatula-shaped teeth are adept at processing the coarse plant materials of its diet, showcasing a specialized adaptation to its environment.

**Diet and Feeding Behavior**

Mamenchisaurus thrives on a diet of high foliage, utilizing its unprecedented neck length to access food sources unreachable to other herbivores. Its teeth are perfectly designed to strip leaves and chew the abundant plant life supported by the warm, humid climate of Isla Sorna, including conifers, ginkgoes, and cycads.

**Social Behavior**

Living in herds, Mamenchisaurus benefits from the collective protection and communal foraging strategies this social structure provides. The herd lifestyle is crucial for defending the vulnerable young from predators, while adult members enjoy relative safety due to their immense size.

**Interaction and Defense Strategies**

While adults are rarely threatened by predators thanks to their massive stature, Mamenchisaurus herds adopt protective formations to shield their offspring. The adults may encircle the young or use their physical presence as a deterrent against would-be attackers, emphasizing the importance of the herd for survival.

**Attack Patterns**

Though primarily a peaceful species, Mamenchisaurus can use its sheer size and weight as a defensive mechanism when necessary. The dinosaur may swing its long tail to create distance from predators or push through vegetation to escape threats, relying more on evasion than confrontation.

**Movement and Speed**

Given its enormous size, Mamenchisaurus moves with a deliberate, measured pace. Its movement is optimized for steady foraging rather than rapid evasion, though it is capable of surprisingly quick reactions when the safety of the herd is at stake.

# JURASSIC PARK
## EDGE OF CHAOS

> *"We imagine the edge of chaos as a place where there is enough innovation to keep a living system vibrant, and enough stability to keep it from collapsing into anarchy. It is a zone of conflict and upheaval, where the old and the new are constantly at War."*
>
> — IAN MALCOLM

*Jurassic Park: Edge of Chaos* an unofficial, fan-made tabletop roleplaying game set in the universe of the original *Jurassic Park* film and book. It offers players a unique blend of survival horror and interactive storytelling on the night of on June 11, 1993, where they face the deadly aftermath of Dennis Nedry's choices.

This game is designed to diverge from the original narrative, providing "What If?" scenarios that explore alternate outcomes of the iconic story. Characters range from park staff and consultants to corporate spies and journalists, enabling players to either adopt existing roles or create their own to navigate through the chaos of InGen's corporate malfeasance. Gameplay emphasizes strategic decision-making, utilizing dice rolls and action cards to progress through player-driven storylines.

*Edge of Chaos* encourages narrative depth, integrating new characters, dinosaurs, and scenarios to enrich the *Jurassic Park* lore. The game operates on a rules-light system designed for quick learning and engaging play, focusing on storytelling over complex mechanics. It supports solo play, collaborative group play, or sessions led by a Game Warden. This book provides players with all the mechanics and details they need to play, with supplementary worldbuilding material available separately.

The game begins against the backdrop of Isla Nublar, where the cloning of dinosaurs has become a reality. As the park prepares for inspection amidst investor concerns, corporate espionage threatens the park's security. Players enter the story at this critical juncture, their actions poised to influence the fate of this prehistoric world...

# A NOTE ON AI IMAGERY

> *"I'll tell you the problem with the scientific power that you're using here: it didn't require any discipline to attain it. You read what others had done and you took the next step. You didn't earn the knowledge for yourselves, so you don't take any responsibility for it. You stood on the shoulders of geniuses to accomplish something as fast as you could and before you even knew what you had you patented it and packaged it and slapped it on a plastic lunchbox, and now you're selling it, you want to sell it!"*
>
> — IAN MALCOLM

## *AI Generation*

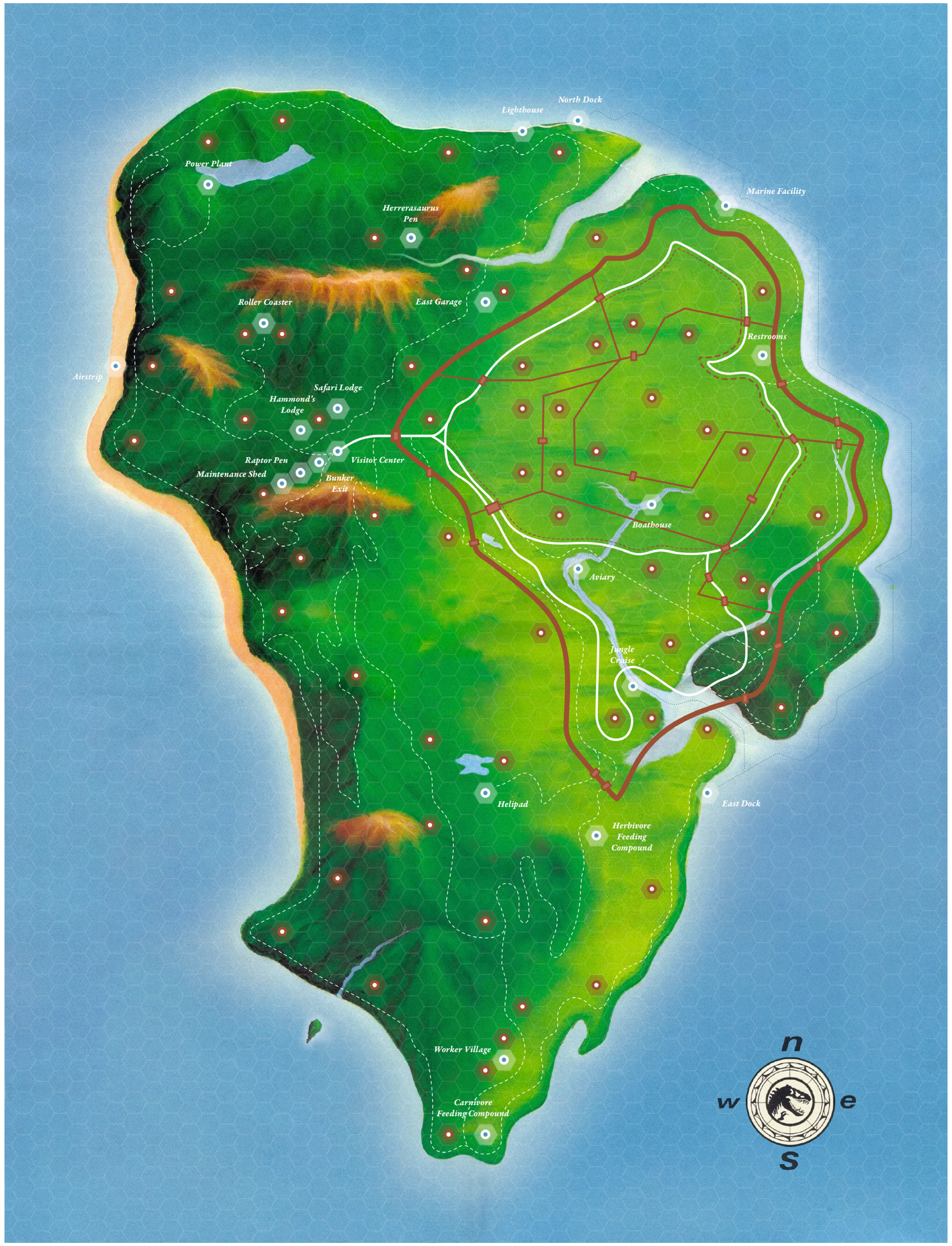
As a fan work, everything contained within the pages of this book is both derivative and used without permission—from the concept and story world to the characters, ideas explored within the text, and the images which accompany the text.

As of the release of *Edge of Chaos*, there is a healthy and necessary debate about the ethics surrounding AI-generated imagery, and what its place is in the future of artistic endeavors. It represents a huge threat to both commercial and non-commercial artists, and is likely to disrupt how art is commissioned, created, and consumed for many years to come.

Many of the images seen in this book utilized AI-generation at some point in their creation. For many of these images, this was the starting point, with a prompt in Midjourney or ChatGPT giving a base-level image which was heavily edited, modified, painted over, or used as reference. Some of the tools used to edit these images were AI-based, and some were traditional. Adobe's Firefly, an attempt at a more ethical AI which pulls only from licensed images, was used extensively, as were a suite of Stable Diffusion-based tools.

The stance of the creator of *Edge of Chaos* is that these are powerful and fascinating tools, but they are just that—tools. That AI "art" is not original art, but instead something more akin to collage, cutting and pasting together works by other artists to execute their own vision, which is by its nature derivative.

The stance of this creator is that AI-generated works should only be utilized in the context of a non-commercial, derivative work such as this. The artists whose works were used in the training data were used without permission, jut as the characters and scenarios are in any fan work. Ultimately it is up to you whether you consider it ethical to consume derivative works, whether written fan fiction or AI-generated images. If you choose not to, please do so while respecting the choices of others.


Lighthouse
North Dock
Power Plant
Marine Facility
Herrerasaurus Pen
Roller Coaster
East Garage
Restrooms
Airstrip
Safari Lodge
Hammond's Lodge
Raptor Pen
Visitor Center
Maintenance Shed
Bunker Exit
Boathouse
Aviary
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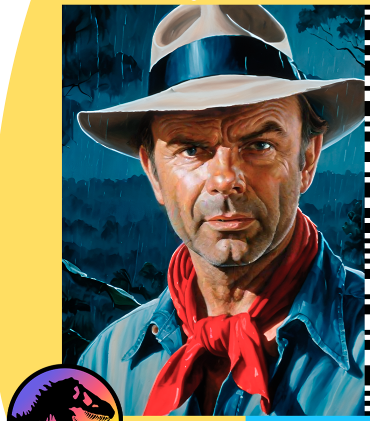
JURASSIC PARK

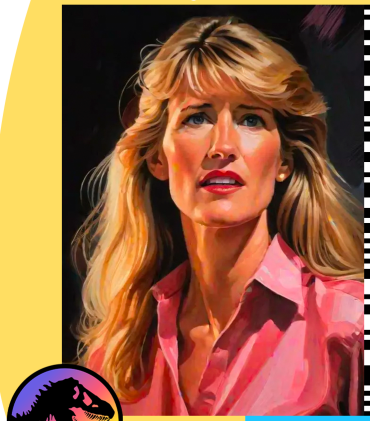


**ALAN GRANT**

CONSULTANT

Paleontologist at the University of Denver.
A ragged-looking guy with intense concentration you wouldn't want to get in the way of.

JURASSIC PARK

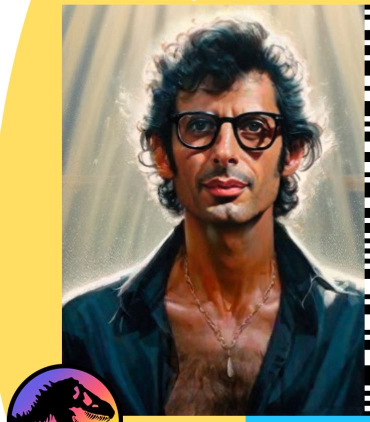


**ELLIE SATTLER**

CONSULTANT

Paleobotanist at the University of Denver.
Late twenties, athletic. There's an impatience about Ellie, as if nothing in life happens quite fast enough for her.

JURASSIC PARK

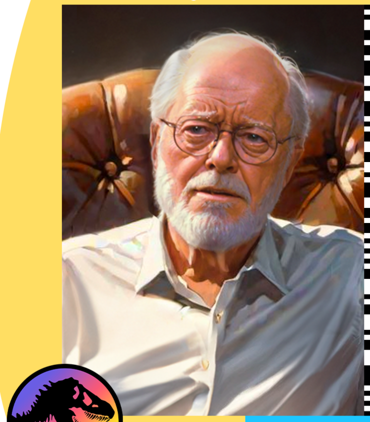


**IAN MALCOLM**

CONSULTANT

Chaotician at the University of Texas at Austin.
Fourtyish, dressed all in black, with snakeskin boots and sunglasses like a rock star.

JURASSIC PARK

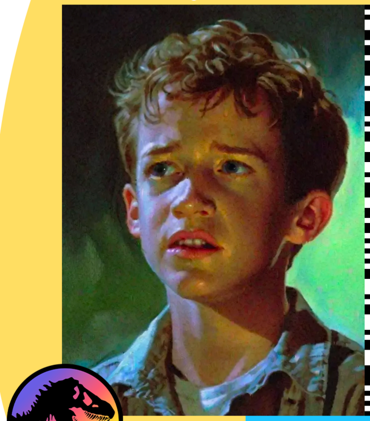


**JOHN HAMMOND**

INGEN CEO

CEO of InGen, creator of Jurassic Park.
Seventyish, spritely as hell, with bright, shining eyes that say "Follow me!" Uses a cane and walks with a limp.

JURASSIC PARK

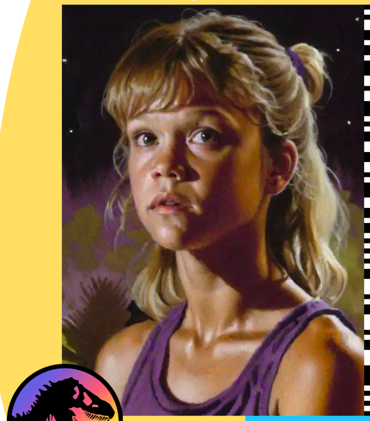


**TIM MURPHY**

GUEST

John Hammond's grandson.
About nine years old, parents recently divorced.
Idolizes Alan Grant. Has dinosaurs on the brain.

JURASSIC PARK

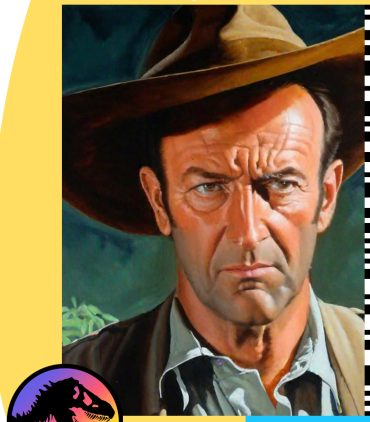


**LEX MURPHY**

GUEST

John Hammond's granddaughter.
Around twelve years old, parents recently divorced.
A computer nerd, but prefers to be called a "hacker."

JURASSIC PARK

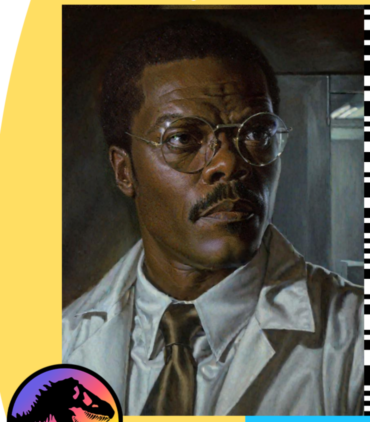


**ROBERT MULDOON**

INGEN EMPLOYEE

Game Warden for Jurassic Park.
Fortyish, British, infamous African hunter. A grim-faced burly man. When Muldoon talks, you listn.

JURASSIC PARK



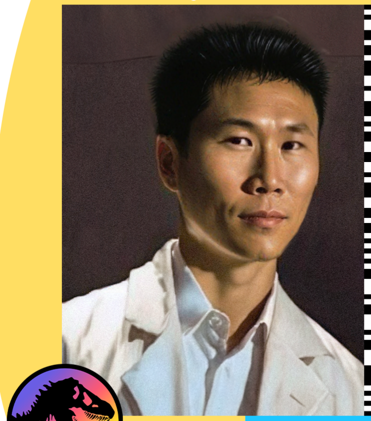
**RAY ARNOLD**

INGEN EMPLOYEE

Chief Engineer of Jurassic Park.
Fortyish, a chronic worrier and chain-smoker. Mutters to himself. Worked at Disney, former Navy man.

JURASSIC PARK

InGen



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**HENRY WU**

INGEN EMPLOYEE

Chief Paleo-Geneticist of Jurassic Park.
Late twenties, white lab coat. Preoccupied with the idea of making genetic improvements to dinosaurs.

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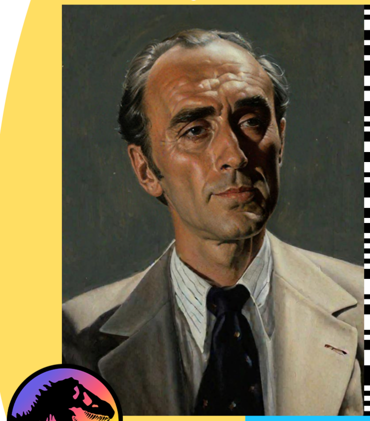
JURASSIC PARK

InGen



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**DONALD GENNARO**

INGEN GENERAL COUNSEL

General Counsel for InGen.
Forty, in a city man's idea of hiking clothes and a hundred dollar haircut. Everything straight from Banana Republic.

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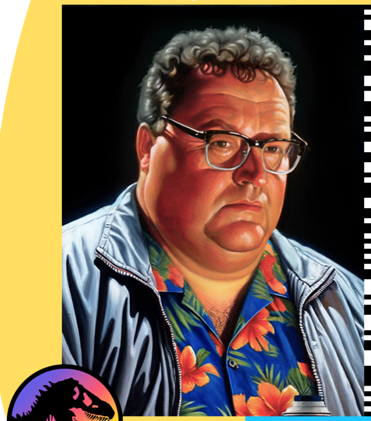
JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

**DENNIS NEDRY**

INGEN CONTRACTOR

Systems Engineer for Jurassic Park.
Late thirties, a big guy with a constant smile that could either be laughing with you or at you. You can never tell.

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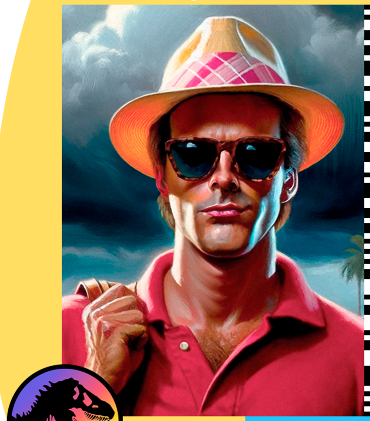
JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

**LEWIS DODGSON**

BIOSYN EMPLOYEE

Head of Research at Biosyn.
Fiftyish, looks almost too much like an American tourist. Snuck onto Isla Nublar for corporate espionate.

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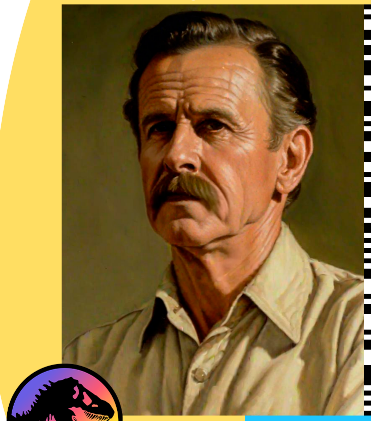
JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

**GERRY HARDING**

INGEN EMPLOYEE

Chief Veterinarian of Jurassic Park.
Fiftyish, world's leading expert on avian care. Supervises animal treatment and recapture. Stingy with drugs.

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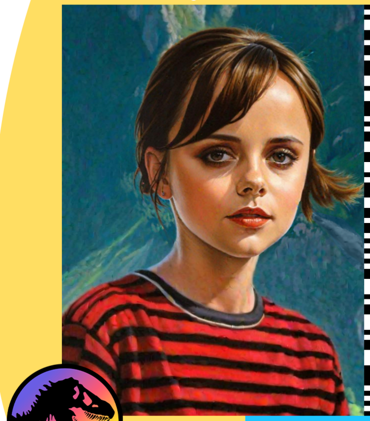
JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

**JESS HARDING**

INGEN INTERN

Daughter of Gerry Harding.
Fourteen, rebellious, parents recently divorced. Working with her dad over the summer to straighten her out.

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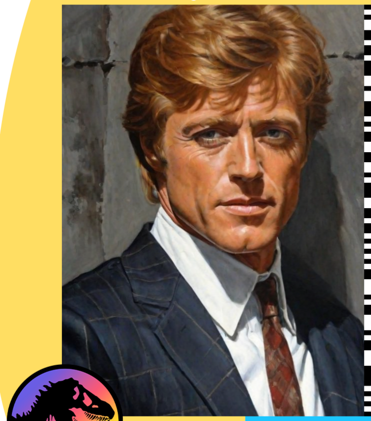
JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

**ED REGIS**

INGEN EMPLOYEE

Public Relations for Jurassic Park.
Late fifties, a personable, warm everyman with a short temper. Lies well, doesn't like losing or babysitting.

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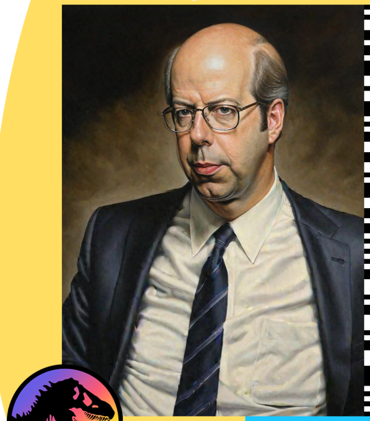
JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

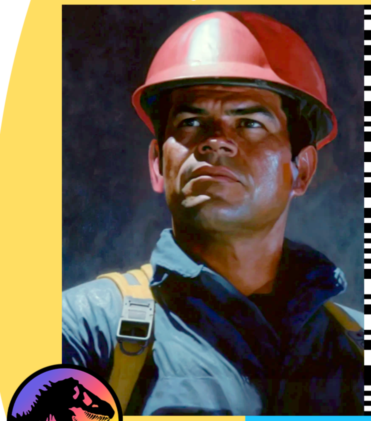
**BOB MORRIS**

OUTSIDER

Lawyer for the Enirovnmental Protection Agency.
Forties with a wry, no-nonsense, a slight drawl. Weaseled his way to Isla Nublar for his investigation on Hammond.

## JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

### RAMÓN MENÉNDEZ

INGEN EMPLOYEE

Maintenance Worker at Jurassic Park.
Forties, a stern, sharp, humorless, man who has seen too much death on the job. Vigilant about safety.

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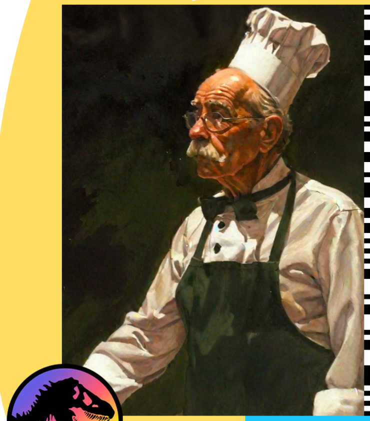
## JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

### ALEJANDRO RICHARD

INGEN EMPLOYEE

Head Chef of Jurassic Park.
Seventyish, austere, quiet, professional. Hammond's former personal chef. Famous for his Chilean Sea Bass.

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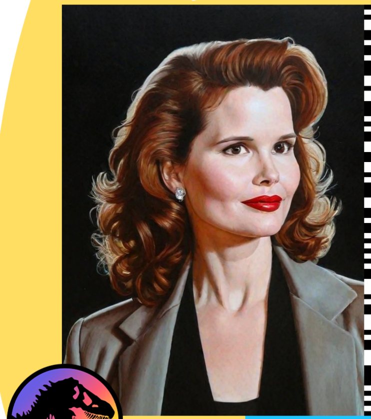
## JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

### ADRIANNE COPPER

OUTSIDER

Investigative Journalist for the Wall Street Journal.
Thirties, a skeptical, inquisitive woman. Snuck onto the island to report on InGen's rumored breakthrough.

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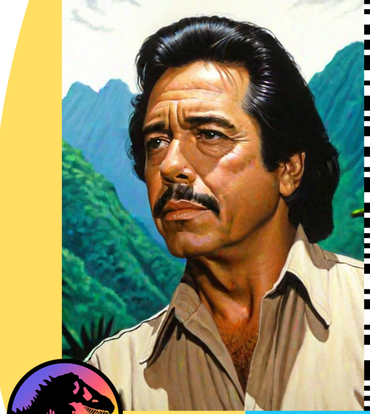
## JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

### MARTY GUITIERREZ

OUTSIDER

Field Biologist from Yale University.
Late fourties, gruff but kindly. Snuck onto Isla Nublar for concerns of disease transmission from dinosaurs.

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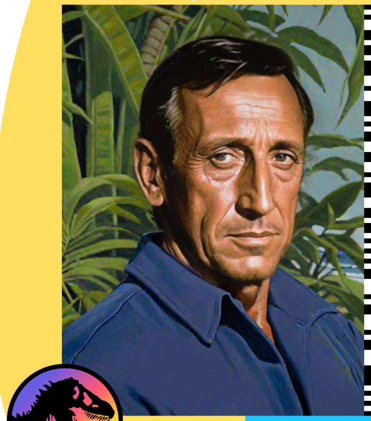
## JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

### MARTIN OWENS

INGEN EMPLOYEE

Chief Construction Officer for Jurassic Park.
Sixties, a weary pessimist. Former police officer and shark hunter who now avoids violence at all costs.

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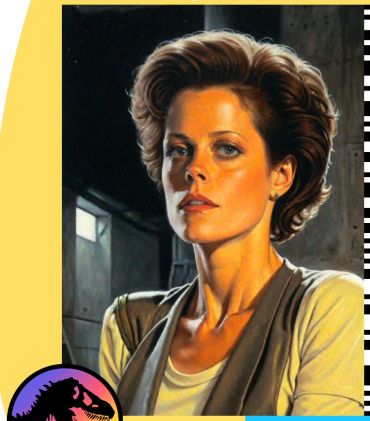
## JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

### DINA SKRUMBIS

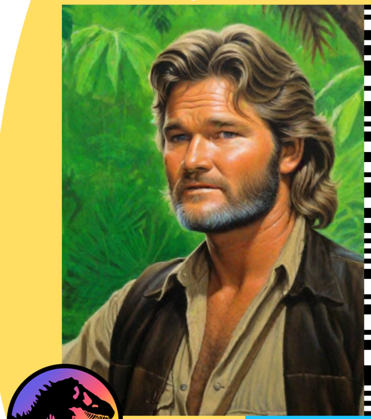
GUEST

Archivist at the Museum of Natural History.
Mid fourties, charming and bullish. Was sent a sample of an unknown animal, then invited to the island.

---

## JURASSIC PARK

InGen



J 0 88 11 05 5 8 8

### BURT COFFMANN

CONSULTANT

Professor at New York State University.
Late fourties, a hard-drinking Hemingway type with lots of affairs at home, and lots of tales of his adventures.

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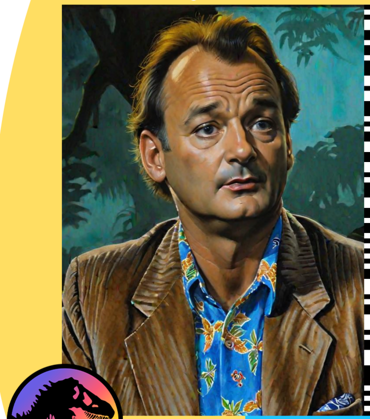
## JURASSIC PARK

InGen

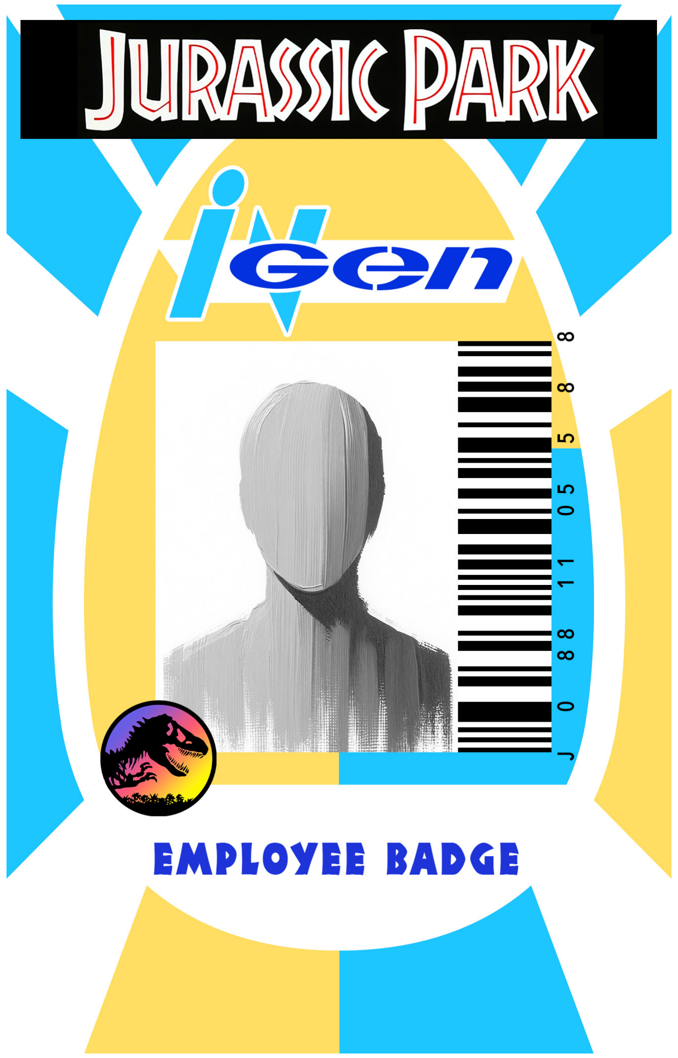


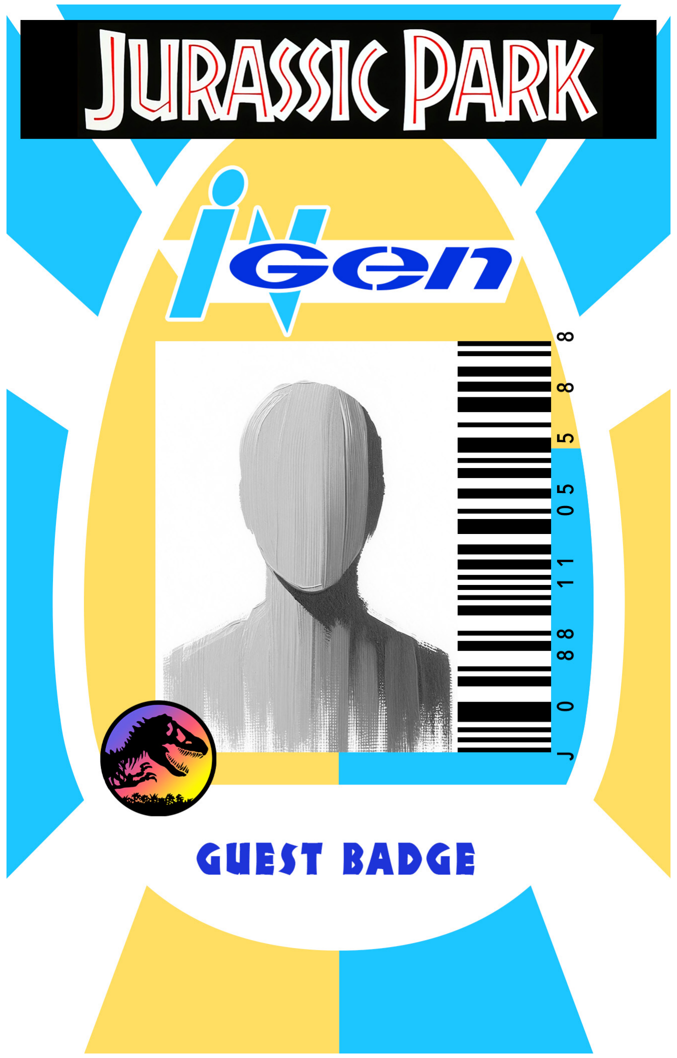
J 0 88 11 05 5 8 8

### DICK KULPA

OUTSIDER

Photographer for the Weekly World News.
Late fourties with a sarcastic, dry wit, everyman attitude. Snuck onto the island to get photos of dinosaurs.


JURASSIC PARK
InGen
J 0 88 11 05 5 8 8
EMPLOYEE BADGE


JURASSIC PARK
InGen
J 0 88 11 05 5 8 8
GUEST BADGE

**Tyrannosaurus-Rex** ⚀+3 ♥ ⚀+3

JURASSIC PARK

This large carnivore's unparalleled strength and bone-crushing bite force make it a formidable predator, capable of overcoming any prey or obstacle with devastating lethal efficiency.

**Velociraptor** ⚀+1 ♥ ⚀+1

JURASSIC PARK

This medium carnivore's advanced problem solving skills and swift, coordinated attacks utilize its speed and razor-sharp claws to devastating effect. Rolling a 3-6 on the Attack Cards roll adds an additional Velociraptor.

**Compsognathus** ☠ ⚀ ♥ ⚀

JURASSIC PARK

This small carnivore utilizes its numbers to overwhelm, inflicting a series of venomous nips that, while mild, can cumulatively cause disorientation. Rolling a 3-6 on the Attack Cards roll adds an additional Compy.

**Troodon** ☠ ⚀ ♥ ⚀

JURASSIC PARK

This medium carnivore uses a bite-and-retreat hunting method, waiting for its hallucinatory venom to take effect in its victims as paralysis sets in. Rolling a 6 on the Attack Cards roll adds an additional Troodon.

**Pteranodon** ⚀ ♥ ⚀

JURASSIC PARK

This medium aerial carnivore utilizes its long, pointed beak and agile maneuvers to strike swiftly at those who venture too close to its nesting areas. Rolling a 6 on the Attack Cards roll adds an additional Pteranodon.

**Dilophosaurus** ☠ ⚀ ♥ ⚀

JURASSIC PARK

This medium carnivore, distinguished by its curiosity and unique venom-spitting ability, can launch sudden and unpredictable attacks from the underbrush, posing a significant risk to the unwary.

### Herrerasaurus

⚅ +2 ♥ ⚅

This medium carnivore's blend of speed and stealth makes it a formidable predator, capable of inflicting serious injuries with swift strikes. Rolling a 6 on the Attack Cards roll adds an additional Herrerasaurus.

### Baryonyx

⚅ +2 ♥ ⚅

This large carnivore leverages its mastery of both land and water terrains to execute surprise attacks, swiftly emerging from water or foliage to use its formidable jaws and claws to ensnare prey with devastating efficiency.

### Metriacanthosaurus

⚅ ♥ ⚅ +1

This large carnivore, with its blend of stealth and brute force, poses a significant threat through ambush tactics, overpowering prey with a deadly combination of speed and a fatal bite.

### Proceratosaurus

⚅ +1 ♥ ⚅ +1

This medium carnivore, leveraging its speed and group coordination, can pose a threat by overwhelming larger prey through precision and numbers. Rolling a 4-6 on the Attack Cards roll adds an additional Proceratosaurus.

### Gallimimus

⚅ ♥ ⚅

This medium herbivore can pose significant risks through high-speed stampedes, inadvertently causing serious injuries with its powerful kicks. Rolling a 4-6 on the Attack Cards roll adds an additional Gallimimus.

### Parasaurolophus

⚅ ♥ ⚅

This large herbivore can pose dangers through defensive actions such as tail strikes or powerful kicks, potentially leading to serious injuries. Rolling a 6 on the Attack Cards roll adds an additional Parasaurolophus.

### Segisaurus

⚅ ♥ ⚅

This small carnivore's agility and sharp bite make it unexpectedly dangerous, capable of quick and precise attacks on those who underestimate its predatory capabilities.

### Brachiosaurus

⚅ ♥ ⚅ +4

This large herbivore can inadvertently pose a significant danger due to its immense size and powerful tail, especially if startled or threatened. Rolling a 6 on the Attack Cards roll adds an additional Brachiosaurus.

## Triceratops

⚅ ♥ ⚅ +2

This large herbivore's imposing size and defensive horns make it particularly hazardous, especially when it perceives a threat. Rolling a 6 on the Attack Cards roll adds an additional Triceratops.

## Stegosaurus

⚅ +2 ♥ ⚅ +1

This large herbivore can become a considerable threat through the forceful swing of its spiked tail. Rolling a 6 on the Attack Cards roll adds an additional Stegosaurus.

## Camouflage

The dinosaur blends into its surroundings. Roll a D6: on 1-2, you detect movement, no effect; on 3-4, momentarily fooled, lose your next action; on 5-6, completely deceived, draw another Attack Card.

## Chaos

The dinosaur's actions cause chaos. Roll a D6: on 1, minor confusion, no effect; on 2-4, disarray, lose an Item Card; on 5-6, complete chaos, all characters lose 1 health.

## Charge

The dinosaur charges with full force. Roll a D6: on 1-2, you dodge in time; on 3-4, get knocked aside, lose a turn; on 5-6, direct hit, lose 2 health.

## Circle

The dinosaur circles around you, assessing. Roll a D6: on 1-2, it just glares; on 3-4, it's planning, lose your next action; on 5-6, it's determined a weakness in your position, draw another Attack Card.

## Curiosity

The dinosaur is curiously investigating you.

## Destruction

The dinosaur wreaks havoc on your surroundings. Roll a D6: on 1-2, minor destruction, no effect; on 3-4, equipment is damaged, lose 1 health; on 5-6, hex or level becomes inaccessible for 6 turns.

## Distraction

JURASSIC PARK

There is a nearby distraction. Roll a D6: on 1-2, it's uninterested; on 3-5, briefly distracted, take another turn; on 6, fully diverted, move to the next hex or level and discard remaining Attack Cards.

## Distress Call

JURASSIC PARK

The dinosaur calls out in distress, attracting others. Roll a D6: on 1-5, no others come; on 6, it attract another dinosaur of the same kind. Roll for Attack Cards.

## Escape

JURASSIC PARK

You see an opportunity to escape from the dinosaur. Roll a D6: on 1-4, path blocked; on 5, a partial escape, discard 1 Attack Card; on 6, you cleverly evade, move to the next hex or area and discard remaining Attack Cards.

## Frenzy

JURASSIC PARK

The dinosaur enters a feeding frenzy, becoming more aggressive. Roll a D6: on 1, no effect; on 2-4, becomes unpredictable, -1 advantage on your next roll; on 5-6, it is crazed, draw 2 Attack Cards.

## Impale

JURASSIC PARK

The dinosaur attempts to impale you with its horn or claws. Roll a D6: on 1-2, miss; on 3-4, a glancing blow, lose 1 health; on 5-6, a direct hit, lose 2 health and discard an Item Card due to damage. Discard if inapplicable.

## Intimidation

JURASSIC PARK

The dinosaur uses its presence to intimidate you. Roll a D6: on 1-2, you remain unfazed; on 3-5, shaken, lose your next action; on 6, completely intimidated, move back one hex or level.

## Knock Down

JURASSIC PARK

The dinosaur knocks you down with a sudden move. Roll a D6: on 1-2, quickly recover; on 3-4, dazed, lose your next action; on 5-6, seriously injured, lose 2 health.

## Mock Charge

JURASSIC PARK

The dinosaur performs a mock charge to test your reaction. Roll a D6: on 1-5, you stand your ground, no effect; on 6, the bluff scares you, lose your next turn.

### Panic

The dinosaur’s movements cause a panic. Roll a D6: on 1-2, maintain composure; on 3-4, scatter in fear, regrouping takes a turn; on 5-6, injure yourself in the panic, lose 1 health.

### Protective Mother

A mother dinosaur protects her nest. Roll a D6: on 1-2, no effect; on 3-5, she sees you as a threat, lose 1 health and draw 2 Attack Cards; on 6, she attacks relentlessly, lose 2 health and draw 3 Attack Cards.

### Pursuit

The dinosaur begins a relentless pursuit. Roll a D6: on 1, you successfully evade; on 2-4, move 2 hex away from intended direction; on 5-6, move 3 hex away from intended direction.

### Retreat

The dinosaur considers retreat. Roll a D6: on 1, it hesitates, no change; on 2-4, it slowly withdraws, discard 1 Attack Card; on 5-6, move to the next hex or area and discard remaining Attack Cards.

### Roar

The dinosaur unleashes a fearsome roar. Roll a D6: on 1-2, it's intimidating but no effect; on 3-4, the sound disorients you, lose your next action; on 5-6, the terrifying roar causes panic, move back one hex or level.

### Shelter

You desperately attempt to seek shelter. Roll a D6: on 1-2, no effect; on 3-4, your path is obstructed, lose a turn; on 5-6, you damage the area, lose 1 health, move 1 hex or level.

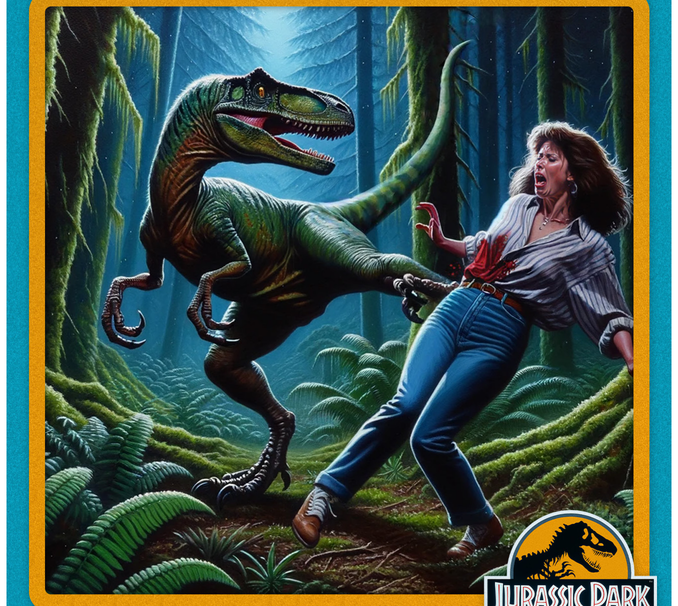
### Bite

The dinosaur snaps at you with its jaws. Roll a D6: on 1-2, a miss; on 3-4, a character is bitten, lose 1 health; on 5-6, a vicious bite causes serious wounds, lose 2 health.

### Blinding Spit

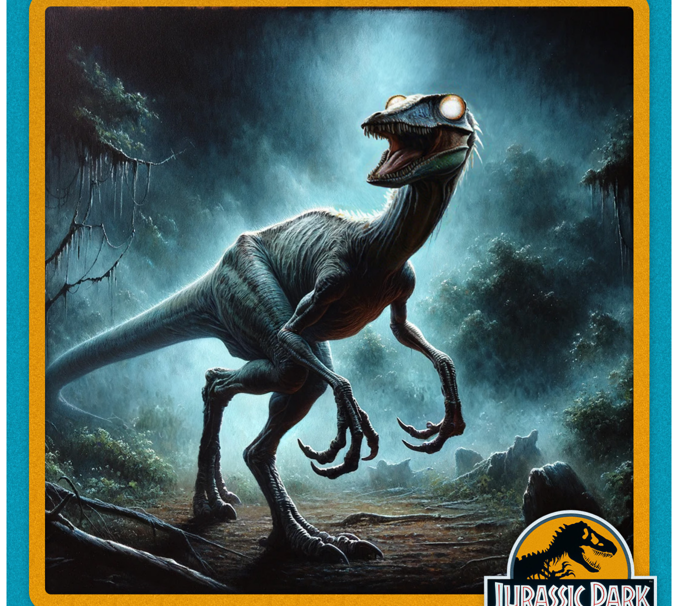
The dinosaur spits a blinding venom at you. Roll a D6: on 1-2, you dodge it; on 3-4, partially blinded, -1 disadvantage on next action; on 5-6, fully blinded, lose 2 health and skip your next turn. Discard if inapplicable.

## Slash


JURASSIC PARK

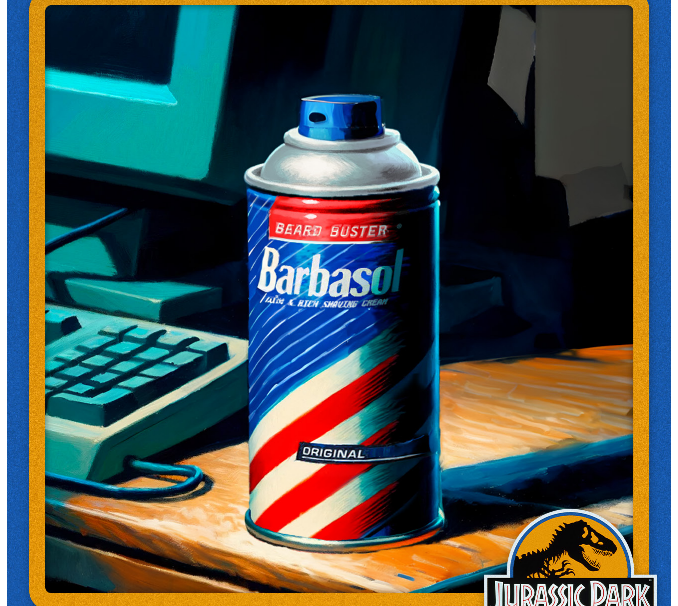
The dinosaur slashes with its claws or horns. Roll a D6: on 1-2, a close shave, no injury; on 3-4, a shallow cut, lose 1 health; on 5-6, deep lacerations, lose 2 health.

## Stalk


JURASSIC PARK

You're being stalked by the dinosaur. Roll a D6: on 1-2, you lose its trail; on 3-4, high alert, -1 disadvantage on next action due to distraction; on 5-6, it's a close encounter, draw another Attack Card.

## Barbasol Can


BEARD BUSTER
Barbasol
ORIGINAL
JURASSIC PARK

An innocuous-looking shaving cream can.

## Batteries

JURASSIC PARK

A set of batteries. Characters who possess the batteries can power a single radio, flashlight, or pair of night-vision goggles.

---

## Binoculars

+2

JURASSIC PARK

A pair of cheap plastic binoculars, the kind you might find at a gift shop.

## Brochure Map

JURASSIC PARK

A brochure, with a large map of the Park Drive ride. Characters who possess the Brochure Map temporarily gain knowledge of the paddock layouts, as well as the location of the North Dock and Visitor Center.

## Canteen

+1

JURASSIC PARK
JURASSIC PARK

A cheap plastic canteen, the kind you might find at a gift shop. Full of fresh water.

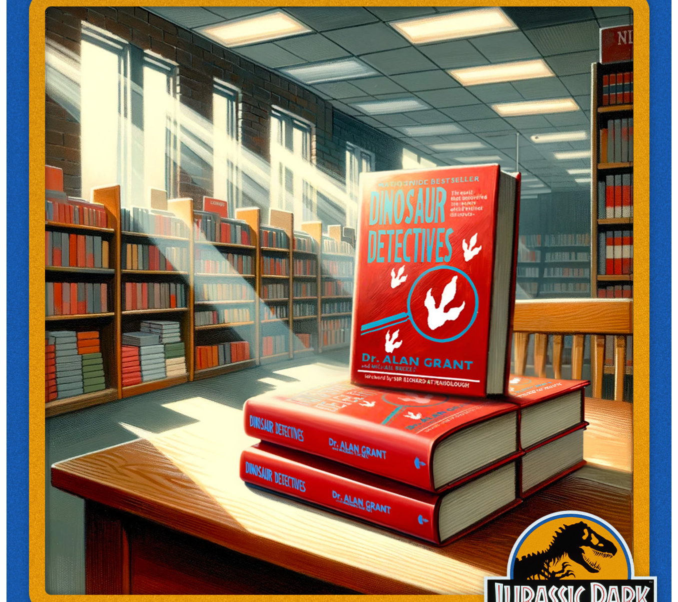
## Compass

NORTH
SOUTH
WEST
JURASSIC PARK

A cheap plastic compass, the kind you might find at a gift shop. Characters who possess the compass temporarily gain knowledge of the cardinal directions.

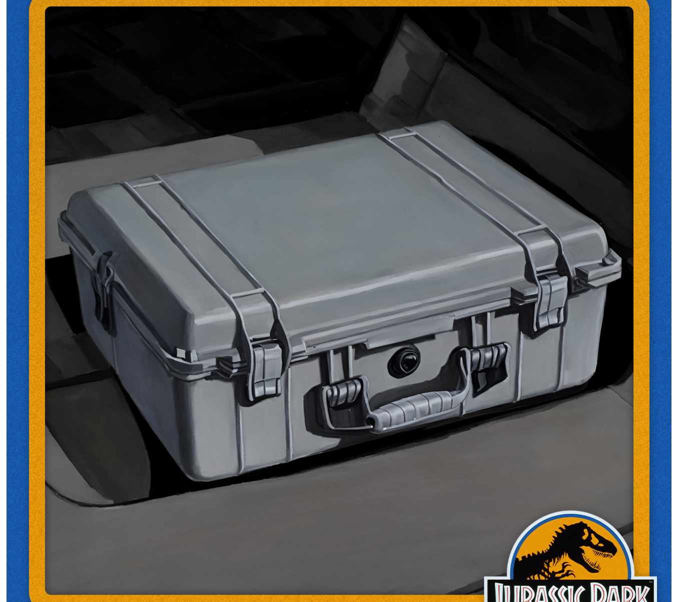
### Dinosaur Detectives

💡



The definitive book on the study of dinosaurs and the field of paleontology, co-authored by Dr. Alan Grant. Characters who possess a copy temporarily gain the **Dinosaurs on the Brain** expertise.

### Emergency Kit



A large plastic carrying case equipped with essential equipment for emergency scenarios, including three road flares, a flashlight, a medical kit, and a fire extinguisher.

### Facilities Map

💡

A large map of the Park Drive ride. Characters who possess the Brochure Map temporarily gain the **Park Knowledge** expertise.

### Fire Extinguisher

A small handheld fire extinguisher which allows characters to put out fires.

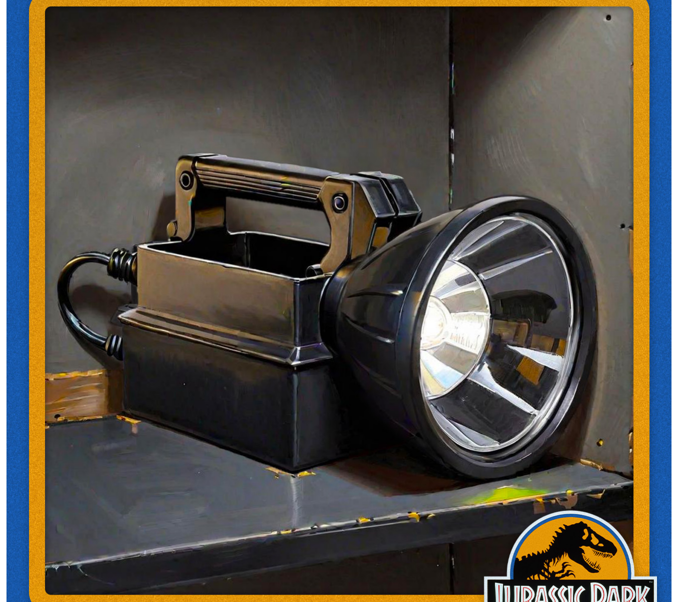
### Flare

⊗ 3 ◉ +1

A single road flare, which can illuminate dark spaces, signal for help, or distract animals.

### Flashlight

◉ +1 ⚡



A Maxa Beam Searchlight flashlight, which can illuminate dark spaces. Comes pre-loaded with **2 Batteries**.

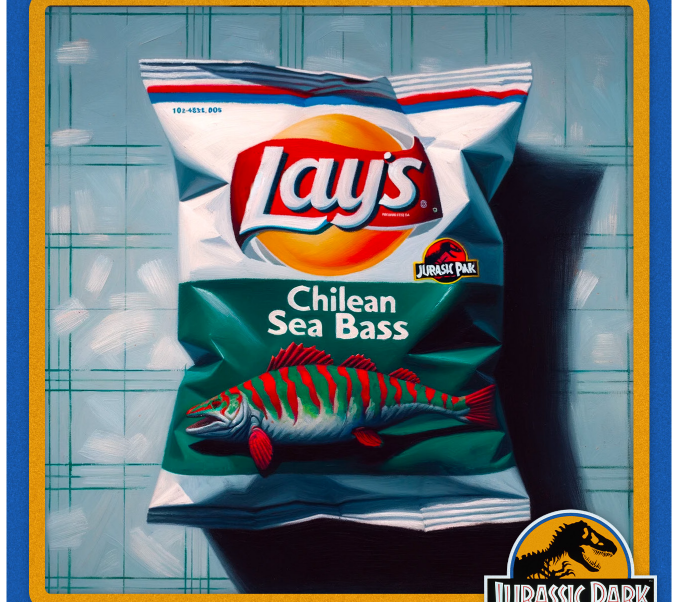
### Flask

⊗ ⊕ +2

A metal flask full of liquor.

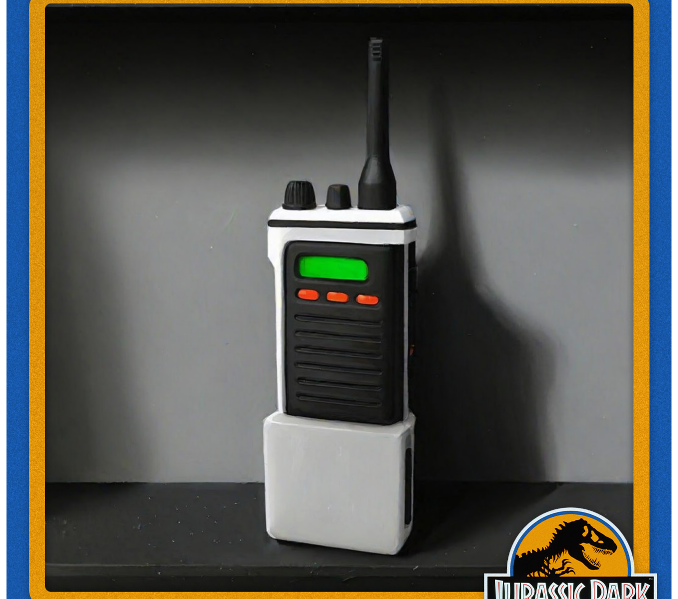
### Food

⊗ ⊕ +1



A selection of Lays chips, Jell-O cups, and other cross-branded promotional snacks are available at many locations across the park, from the Cretaceous Cafés to the glove compartments of many worker vehicles.

## Handheld Radio



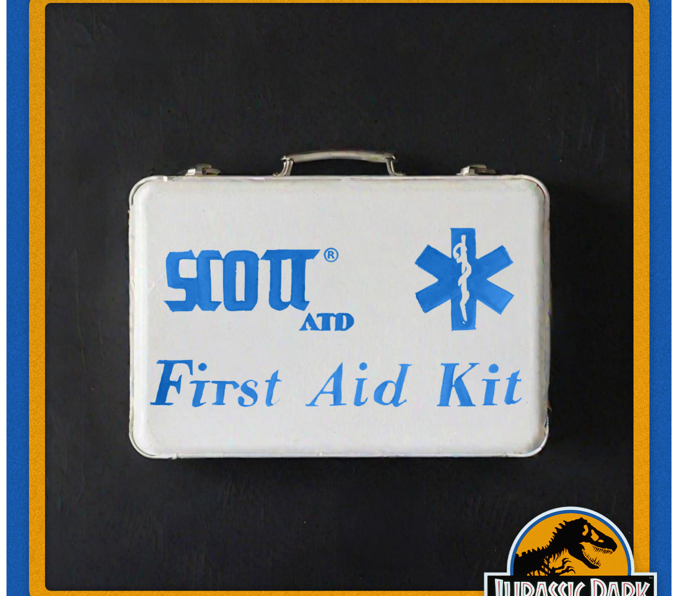
A Motorola Saber II handheld radio which connects to the park's wireless radio network. Comes pre-loaded with **2 Batteries**.

## Keyring

A set of skeleton keys that works in any vehicle in Jurassic Park.

## Medical Kit

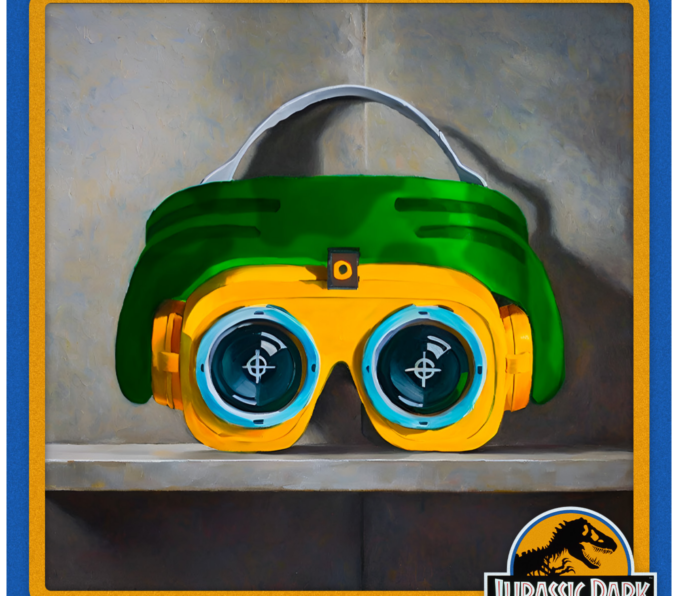
⊗ ⊕ +3



A robust first aid kit that contains painkillers, bandages, tranquilizers, and anything else characters may need to sooth minor wounds, stop bleeding, or cure venomous bites.

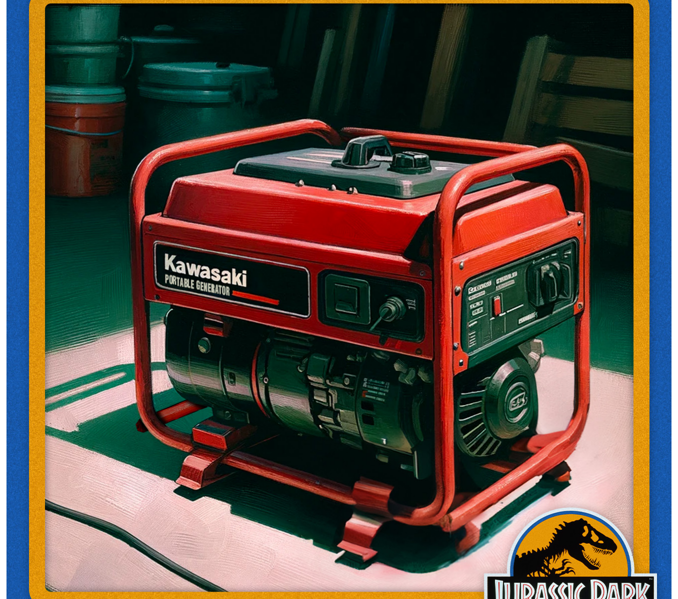
## Night Vision Goggles

◉ +1 ⚡



A heavy, expensive-looking headset which allows characters to see more clearly in low-light conditions or zoom in on faraway objects. Comes pre-loaded with **2 Batteries**.

## Portable Generator



A heavy portable generator that can power an electric vehicle.

## Raincoat

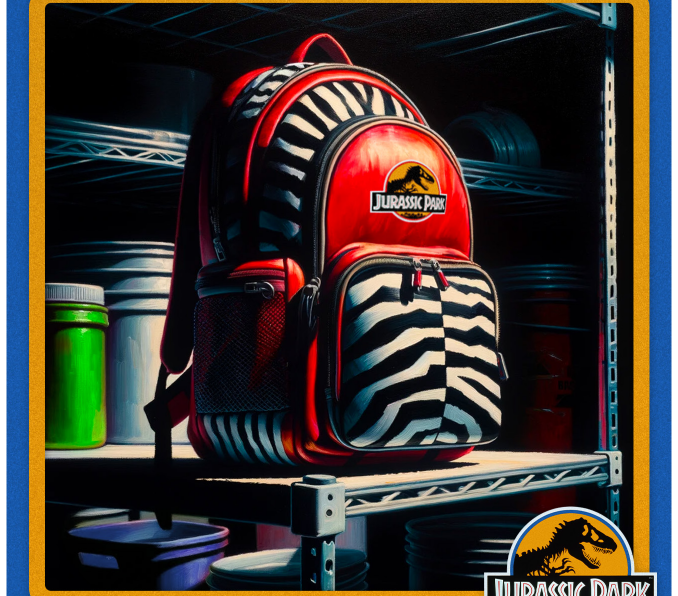
A rubber raincoat, providing protection from inclement weather.

## Animal Safety Vest

⊕ +2

A thick kevlar vest which protects against minor bites and scratches. Equipped with pockets for essential tools and equipment.

## Backpack



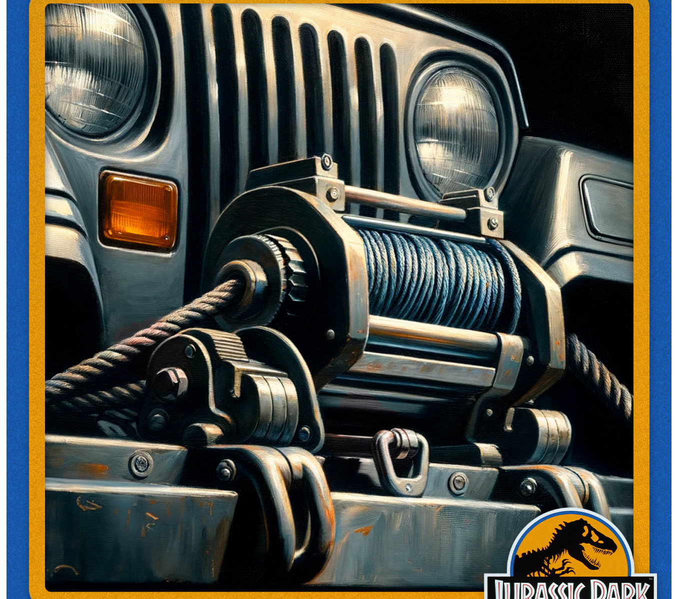
A cheap children's backpack, the kind you might find at a gift shop.

## Security Pass Card

JURASSIC PARK

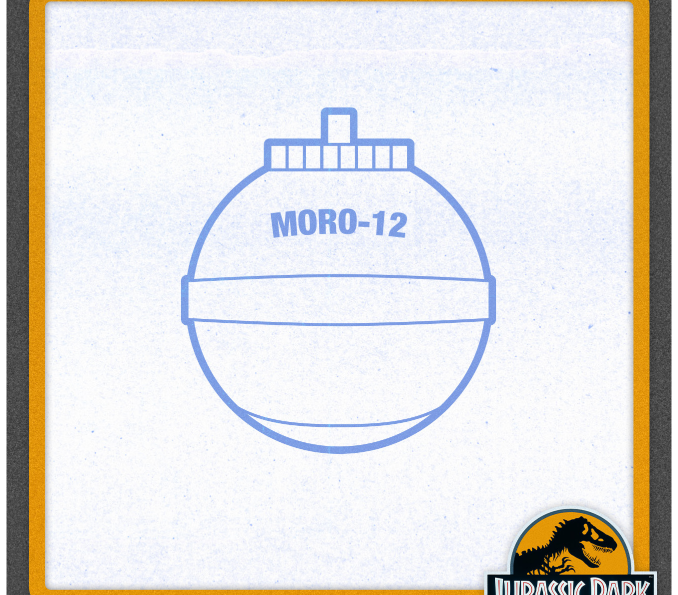
An electronic keycard that allows characters to access secure areas while the electronic doors are in operation.

## Winch



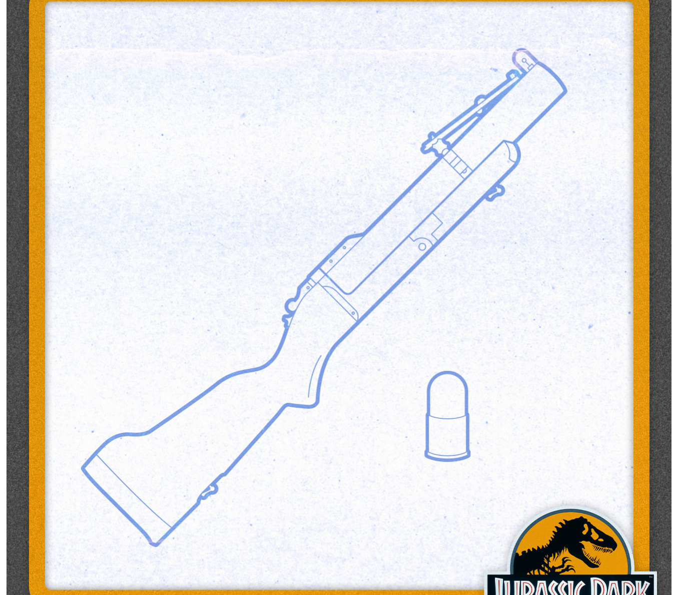
A heavy metal winch that can be attached to any vehicle in Jurassic Park.

## Gas Grenade ⊗ 2



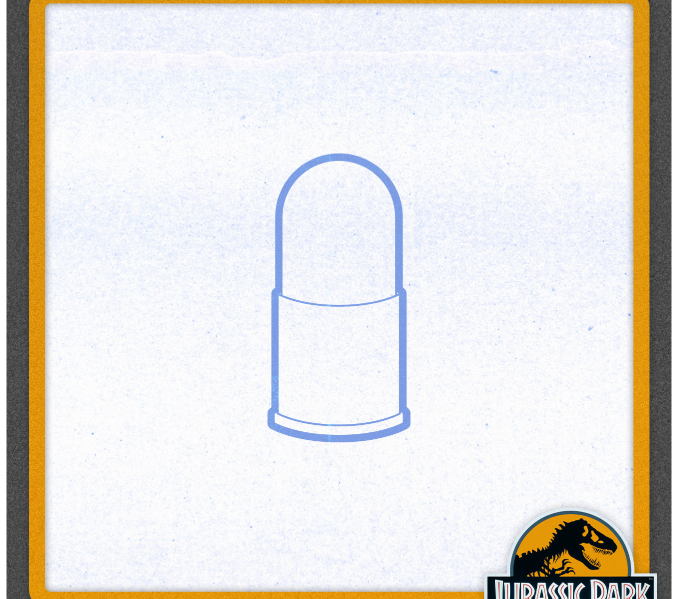
Emits a non-lethal tranquilizer gas. This can be either thrown, or loaded into a **Grenade Laucnher**. The effect of these darts takes 5 rounds to wear off.

## Grenade Launcher



This long-range, lethal firearm comes pre-loaded with 1 **Grenade Shell**.

## Grenade Shell ⊗

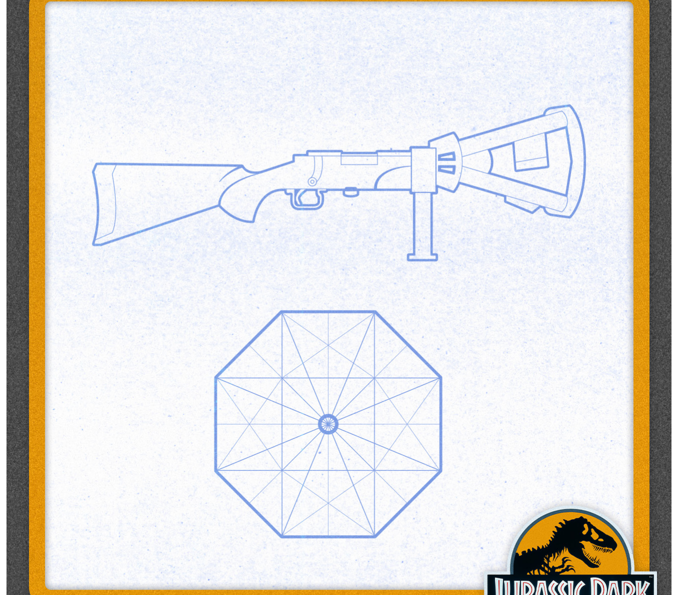


1 lethal grenade shell for use in a **Grenade Launcher**.

## Machete

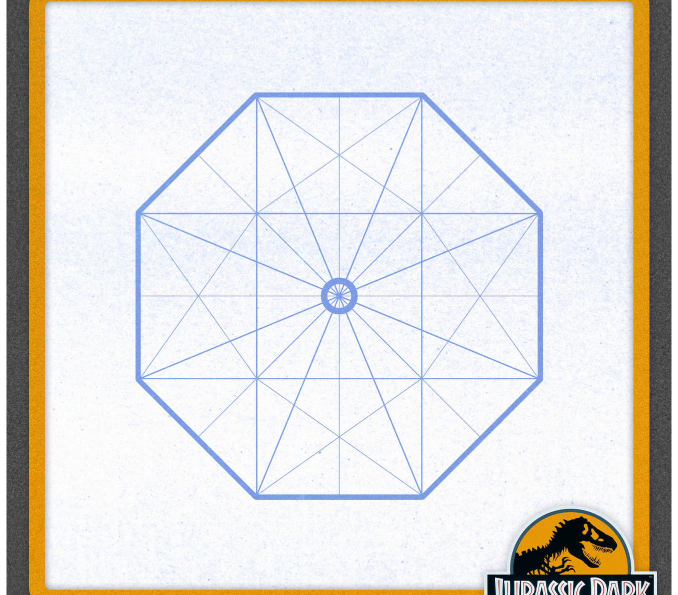
This long, sharp blade is designed for efficiently clearing paths through thick vegetation. In dire situations, it can be used defensively on large to small animals.

## Electrified Net Gun ⚡



This non-lethal electrified net shooter comes pre-loaded with **2 Batteries** and **1 Electrified Net**.

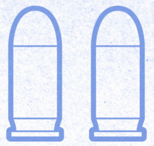
## Electrified Net ⊗ 2



1 electrified net for use in the **Electrified Net Gun**.

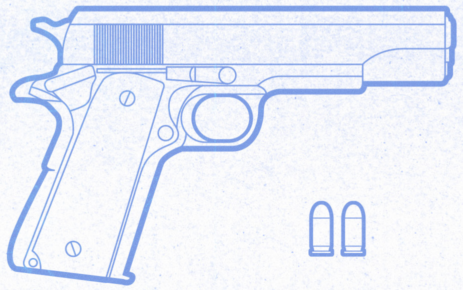
### Pistol Ammo

⊗



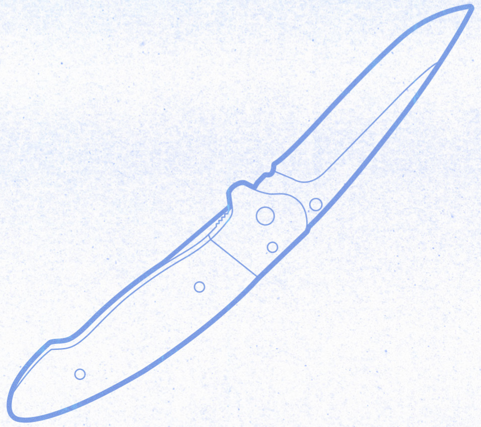
2 lethal bullets for use in the **Pistol**.

### Pistol



This medium-range, lethal firearm comes pre-loaded with 2 **Pistol Ammo**.

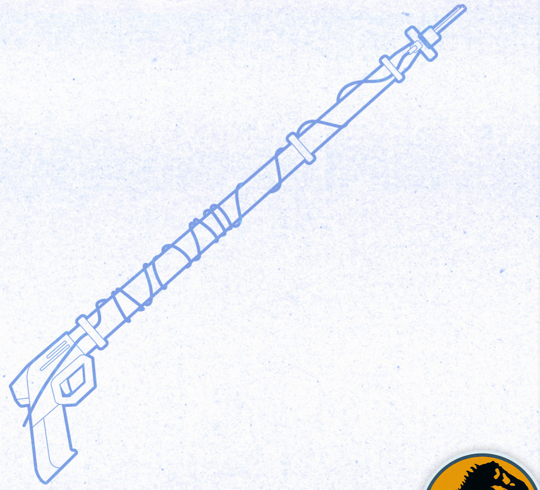
### Pocket Knife



A small utility knife. In dire situations, it can be used defensively against small animals.

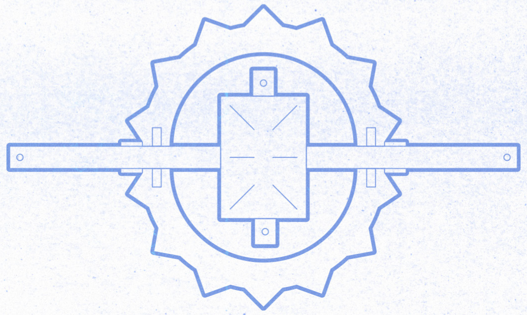
### Shock Prod

⚡



This melee, non-lethal shock prod comes pre-loaded with 2 **Batteries**.

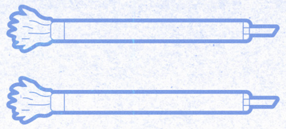
### Snare Trap



A small, non-lethal snare trap used for capturing or disabling medium or small animals.

### Tranquilizer Darts

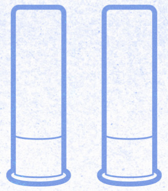
⊗ 5



2 non-lethal darts for use in a **Tranquilizer Pistol** or **Tranquilizer Rifle**.

### Shotgun Shells

⊗

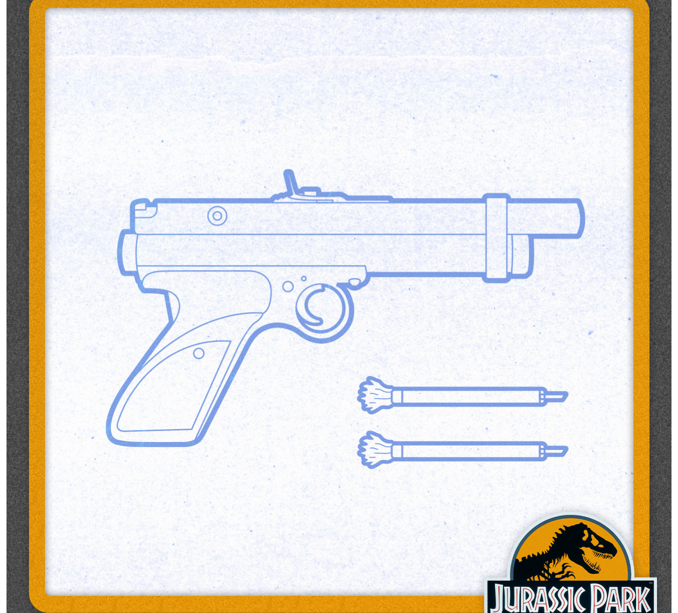


2 lethal shells for use in the **Shotfun**.

### Shotgun

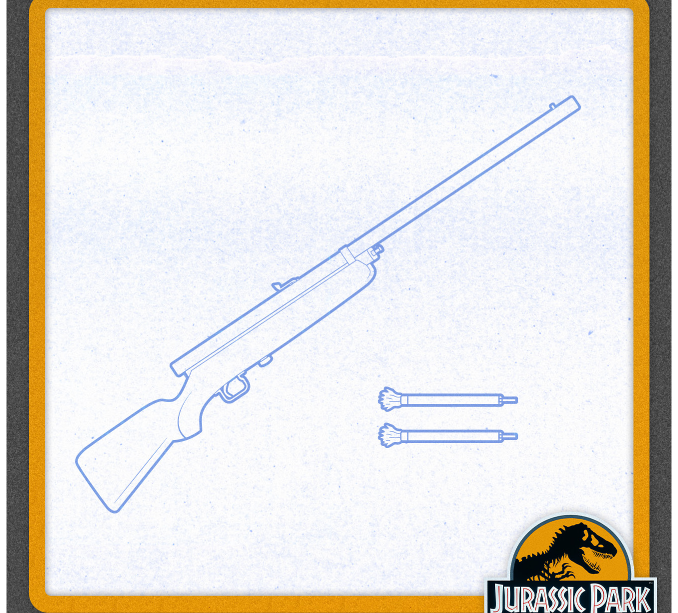
This long-range, lethal firearm comes pre-loaded with 2 **Shotgun Shells**.

## Tranquilizer Pistol



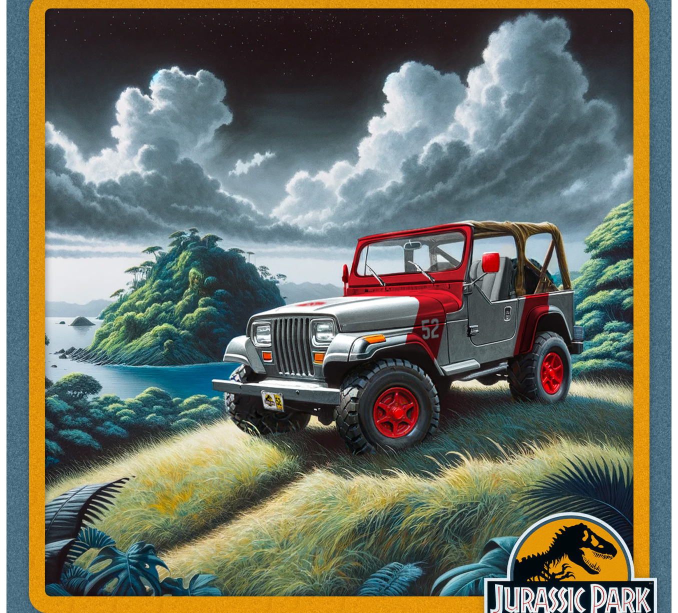
This medium-range, non-lethal firearm comes pre-loaded with 2 **Tranquilizer Darts**. The effect of these darts takes 5 rounds to wear off.

## Tranquilizer Rifle



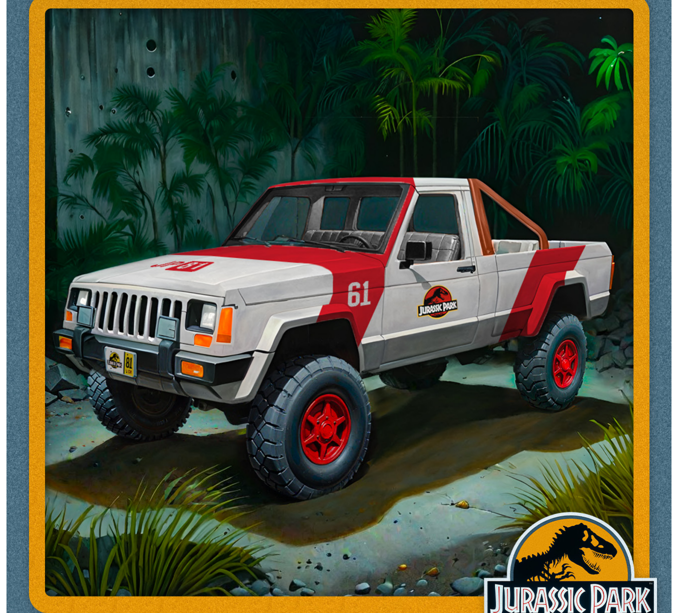
This long-range, non-lethal firearm comes pre-loaded with 2 **Tranquilizer Darts**. The effect of these darts takes 5 rounds to wear off.

## Jeep Wrangler



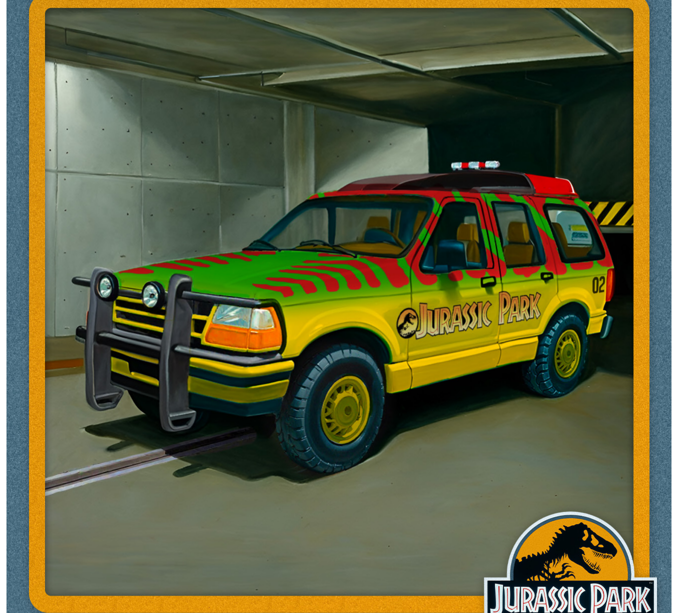
This gas-powered, open-topped Jeep Wrangler seats up to 4 passengers.

## Jeep Comanche



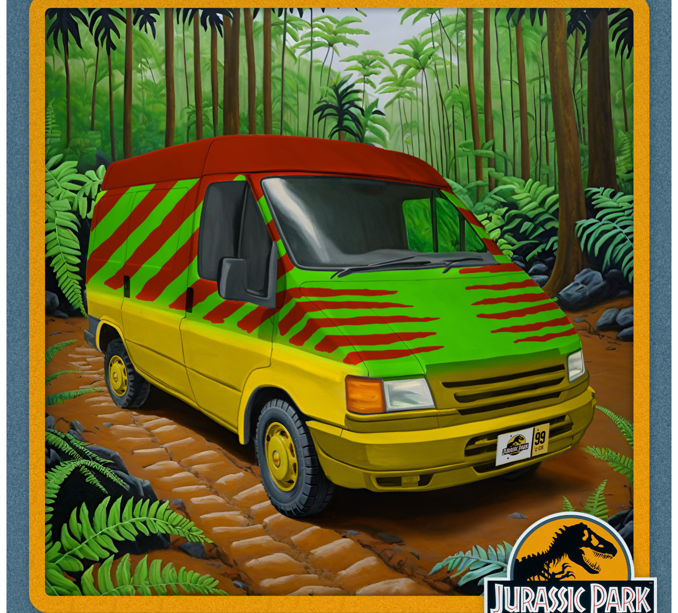
This gas-powered, Jeep Comanche pickup truck seats up to 2 passengers in front and 2 passengers in the open-topped rear.

## Ford Explorer



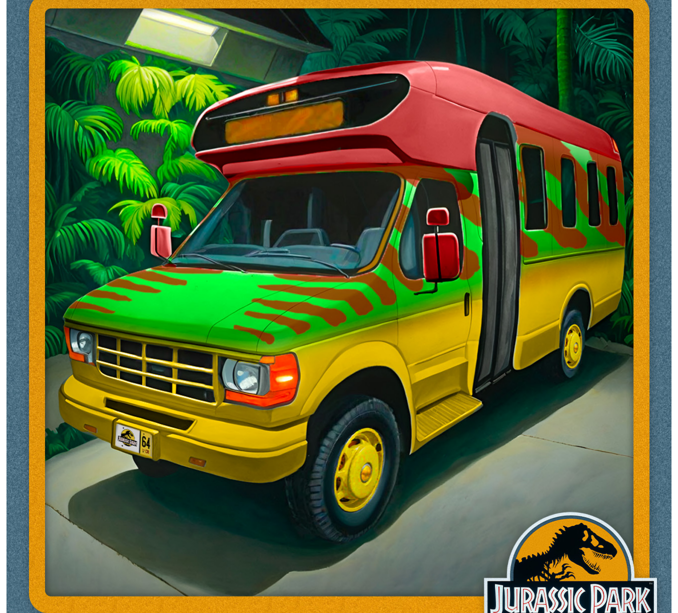
This electric-powered Ford Explorer seats up to 5 passengers. Because it runs on an electric track, it requires an external electrical source to operate.

## Ford Transit Van



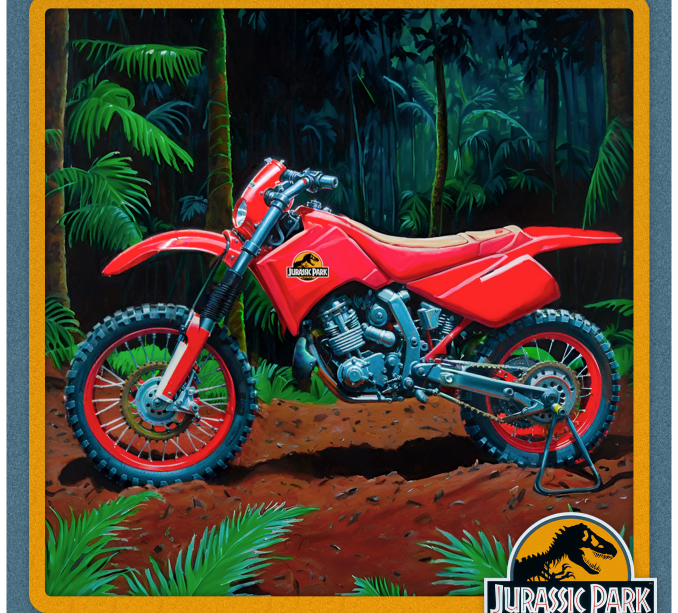
This lightweight gas-powered Ford Transit Maintenance Van seats up to 6 passengers with additional space for large item storage.

## Ford Shuttle Bus



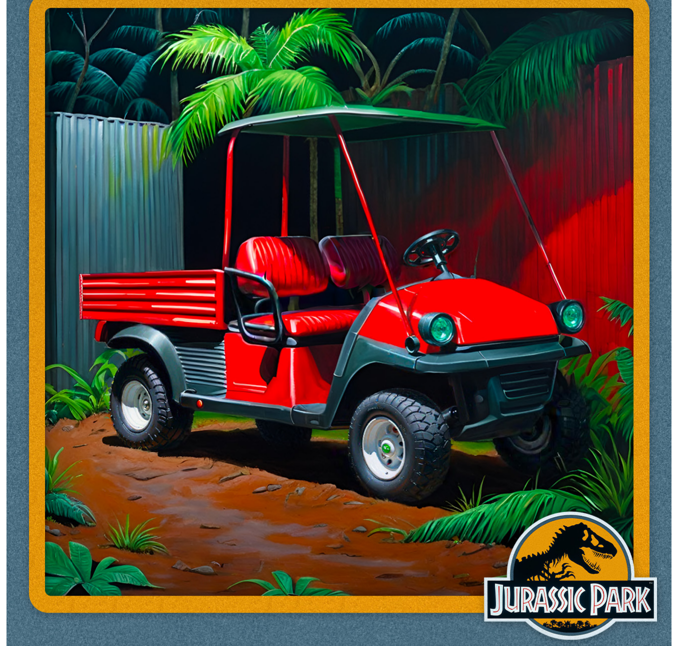
This sturdy gas-powered Ford Cutaway Shuttle Bus seats up to 12 passengers.

## Dirt Bike



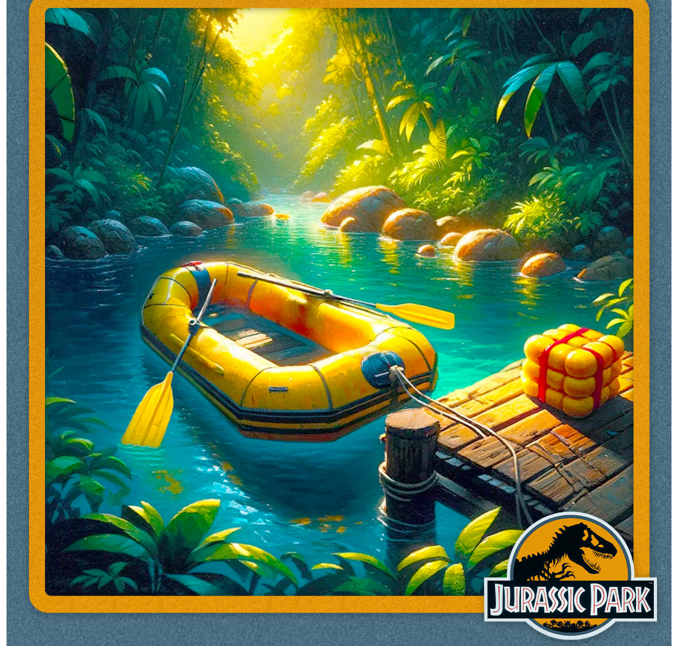
This gas-powered, open-topped Kawasaki KX60 dirt bike seats a single passenger.

### Golf Cart



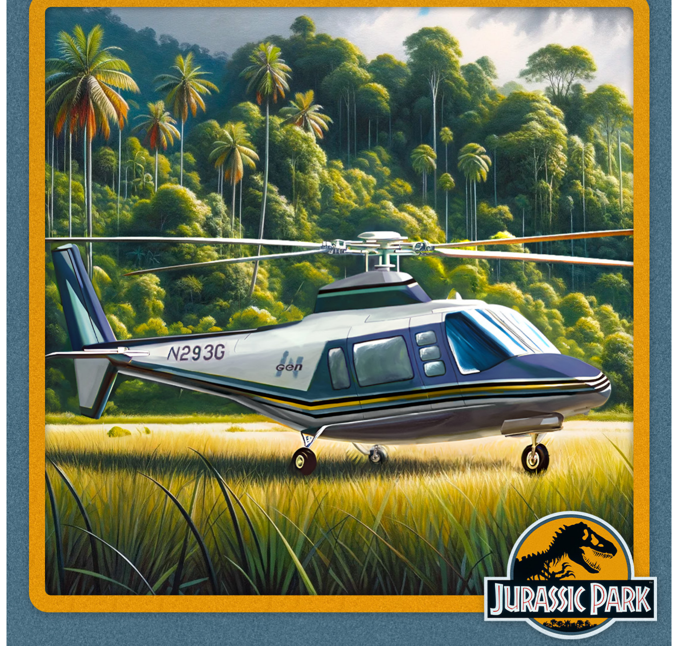
This gas-powered, open-topped Kawasaki golf cart seats up to 2 passengers in front, and 1 passenger in the rear.

### Inflatable Raft



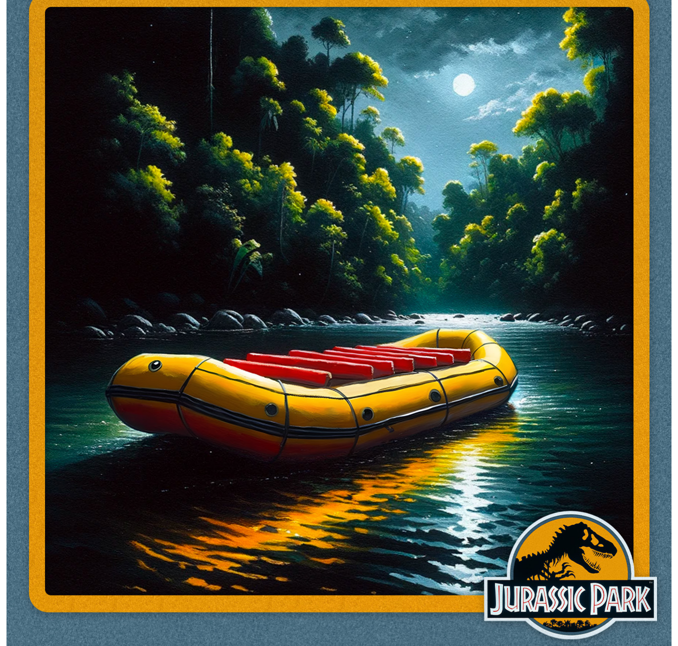
This inflatable raft seats 3, and begins as a compressed rubber cube which takes one round to inflate.

### Agusta A109 Helicopter



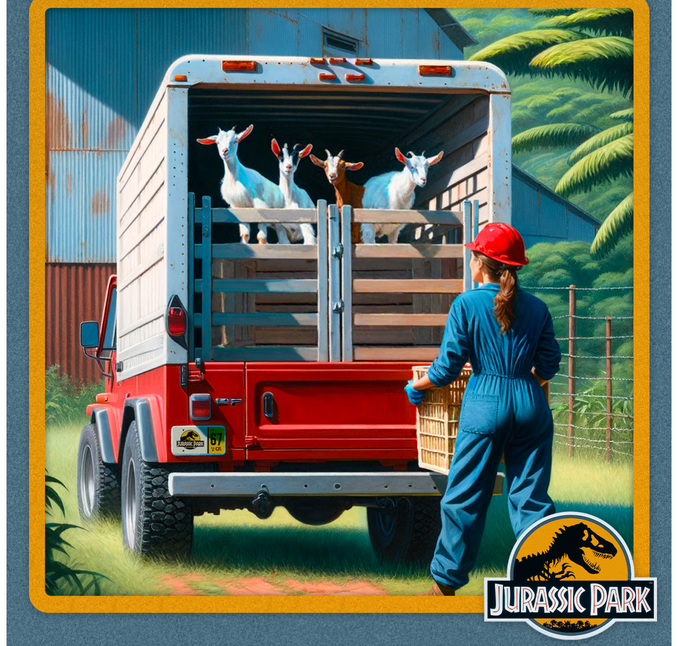
This Agusta A109 helicopter seats up to 8 passengers, but requires a skilled pilot to fly.

### Jungle River Cruise Raft



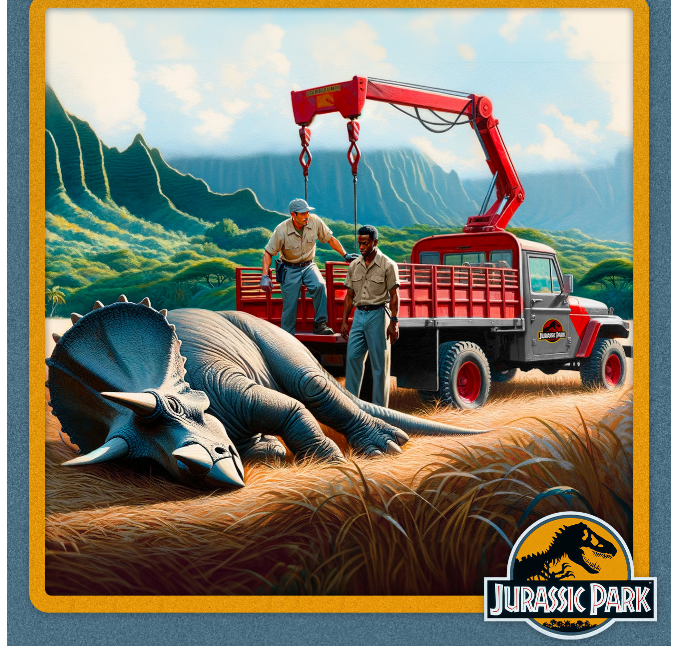
This electric-powered ride vehicle seats up to 6 passengers. Because it runs on an electric track, it requires an external electrical source to operate, however it can also be detached from its track in emergency scenarios.

### Livestock Transport



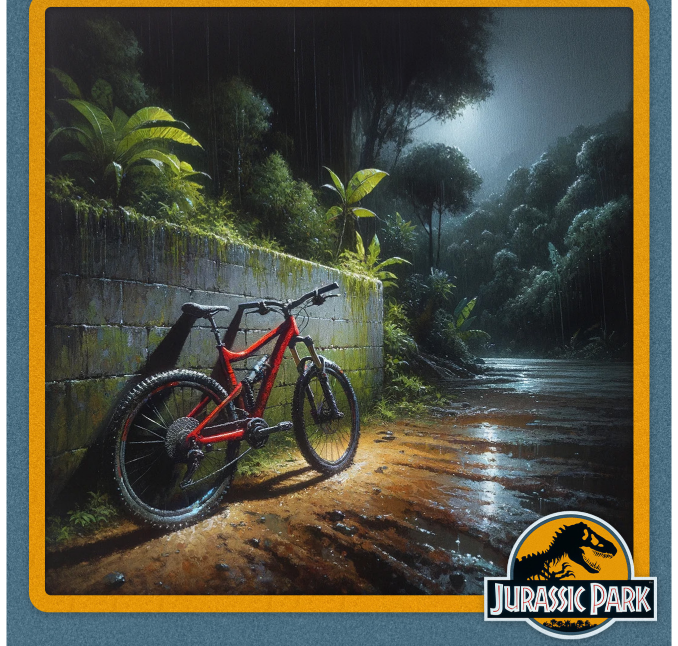
Compact and maneuverable, this gas-powered truck is designed for the safe transport of smaller animals. Seats 2 passengers up front and 4 in the rear.

### Large Animal Transport



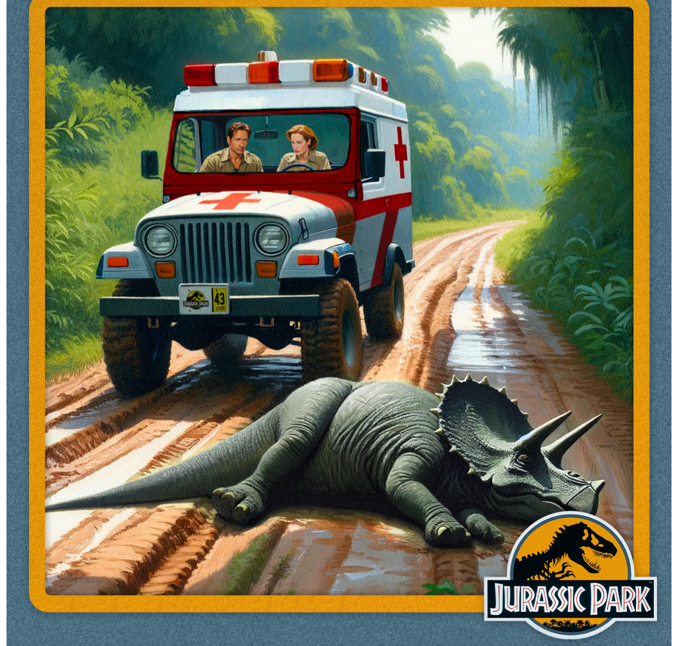
This heavy-duty gas-powered truck has an integrated crane for loading large animals. Seats 2 passengers up front and 4 in the rear.

### Mountain Bike



This manually-powered bicycle provides an intimate, leisurely park experience. Seats 1 passenger.

### Mobile Veterinary Clinic



Designed for rapid response in remote areas, this gas-powered clinic offers emergency care facilities.

### Concrete Mixer

Critical for park construction, this slow, gas-powered truck transports concrete with a rotating drum. Seats 3 passengers.

### Forklift

The slow, gas-powered forklift is primarily used for moving animal quarantine pens. Seats 1 passenger.

### Excavator

The slow, gas-powered excavator is vital for construction and heavy digging tasks. Seats 2 passengers.

### Dump Truck

The slow, gas-powered dump truck is primarily used for hauling materials for animal habitats. Seats 4 passengers.

---

### Blocked Path

Your path is suddenly blocked by an unexpected event. Roll a D6: on a 1-3, clear the obstacle in one round; on a 4-6, find an alternative route, taking you 1 hex out of the way.

### Carnivore Attack

The air crackles with tension as you realize a carnivore is stalking you. Without warning, it strikes! Draw a random **Carnivore Card**.

### Carnivore Tracks

You come across fresh carnivore tracks leading in the direction of travel. If you decide to continue on your route, roll a D6; 1-4 the carnivore has safely left the area, 5-6, draw a random **Carnivore Card**.

### Abandoned Vehicle

You stumble upon an abandoned vehicle. Draw a **Vehicle Card**.

### Cry for Help

You hear a cry for help 1 hex away. If you choose to investigate, roll a D6 and draw **1 Character Card** upon arriving on the hex; on a roll of 1 or 2, draw **1 Item Card**, on a roll of 5 or 6, draw an additional **1 Chaos Card**.

### Dinosaur Battle

You witness a prehistoric showdown as two dinosaurs clash for dominance. Draw a random **Carnivore Card** and a random **Herbivore Card**. The dinosaurs' Attack Cards are directed at each other until the winner prevails.

### Dinosaur Attack

The ground shakes under the weight of an approaching dinosaur. Roll a D6: 1-3 brings an irate herbivore into view, 4-6 summons a hungry carnivore. Draw a random **Herbivore Card** or **Carnivore Card**.

### Dinosaur Nest

You stumble upon a dinosaur nest. Roll a D6; 1-3 allows for a stealthy bypass, 4-6 results in mother dinosaur attack requiring you to draw a random **Dinosaur Card**.

### Eerie Silence

The area falls eerily silent. Roll a D6; on a 1-3, it's a passing moment, on 4-6, it's due to a predator's presence nearby, draw a **Carnivore Card**.

### Electrical Storm

An electrical storm forces you to seek shelter. Roll a D6; on a 1-3, find shelter quickly, on 4-5, a lightning strike nearby requires you to detour to another hex, losing one round, on 6, a party member is struck and loses 3 health.

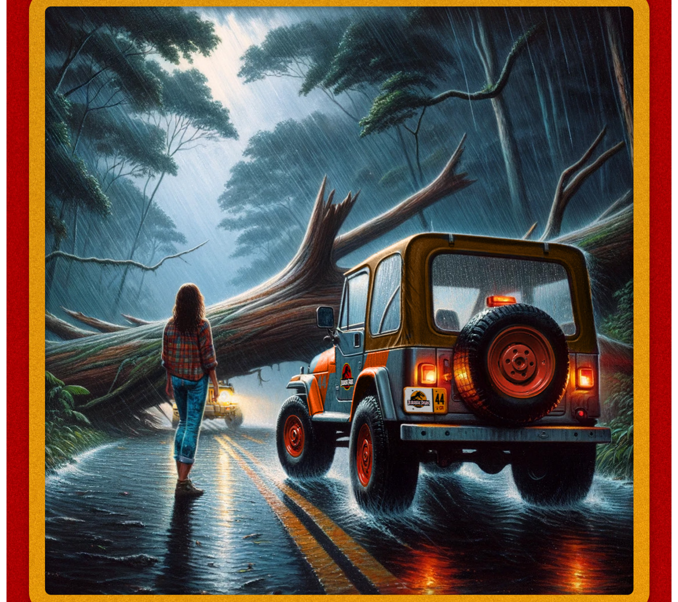
### Encroaching Vegitation

Thick vegetation makes progress difficult. Roll a D6; on a 1-3, move through slowly, drawing an additional Chaos Card next round, on 4-6, forced to find a path in the opposite diretion of travel, avoiding this hex for 3 rounds.

### Equipment Malfunction

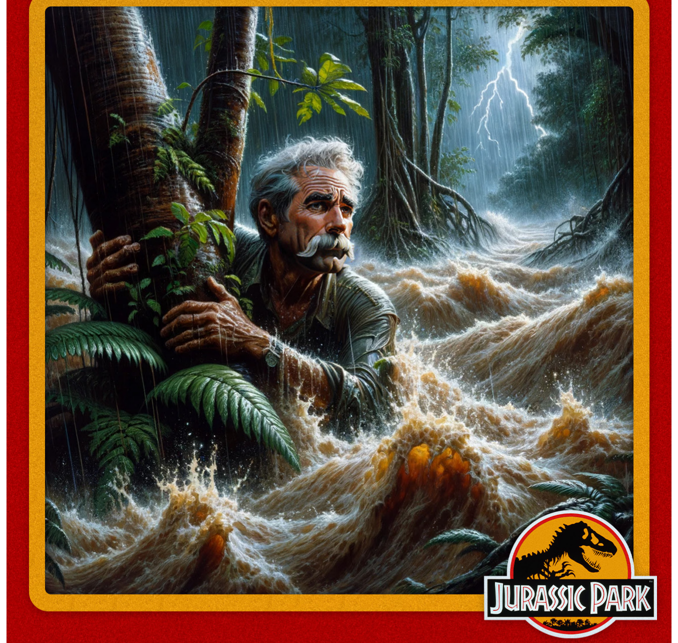
One of your items, vehicles, or weapons malfunctions. Roll a D6; on a roll of 1-3, the equipment is only temporarily broken, on 4-6, the card must be discarded.

## Fallen Tree



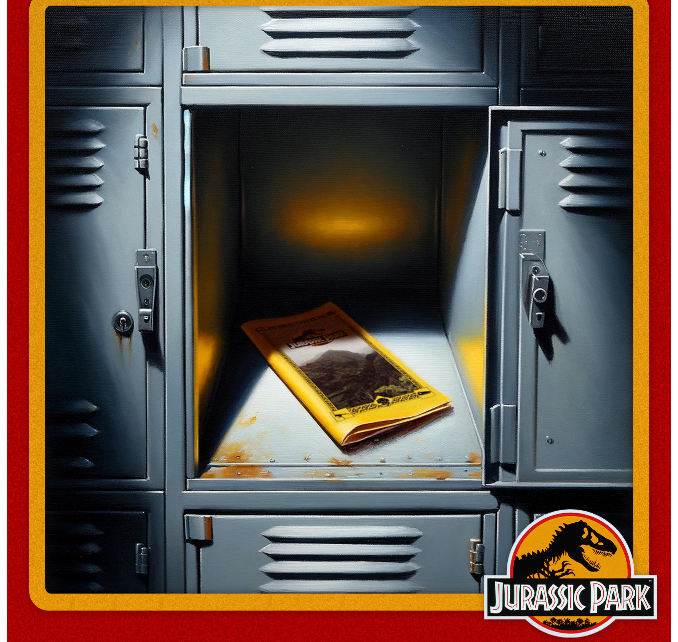
A tree falls, blocking your path. Roll a D6; on a 1-3, clear the path in one round, on 4-6, find a long detour through another hex, losing two rounds.

## Flash Flood



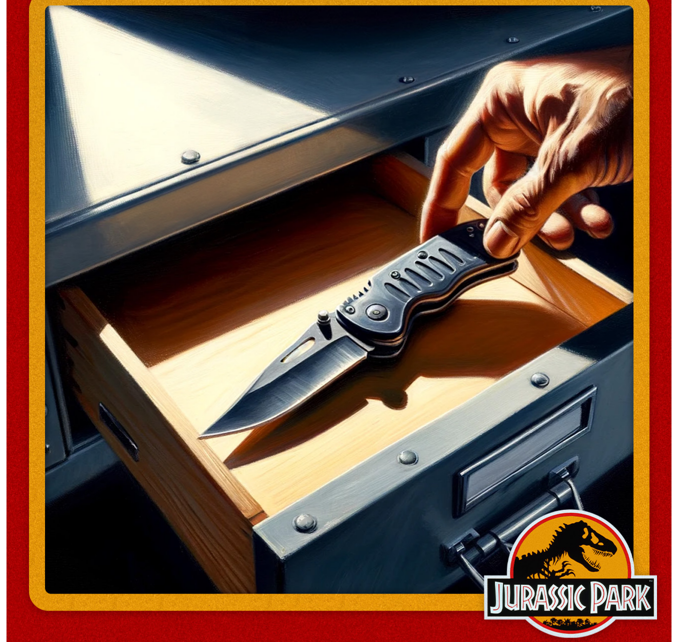
A sudden flash flood sweeps through the area. Roll a D6; 1-2 means you find high ground in time, 3-6 means you must retreat, moving 2 hex in the opposite direction of travel.

## Found Item



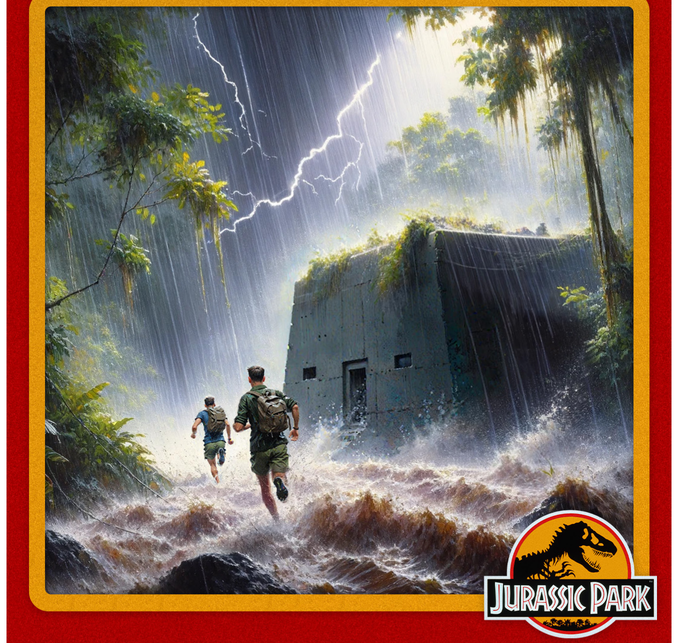
Luck is on your side as you find an abandoned stash. Roll a D6 to determine its contents: 1-3, a basic necessity; 4-6, something rare. Draw a random matching **Item Card** to discover what fate has granted you.

## Found Weapon



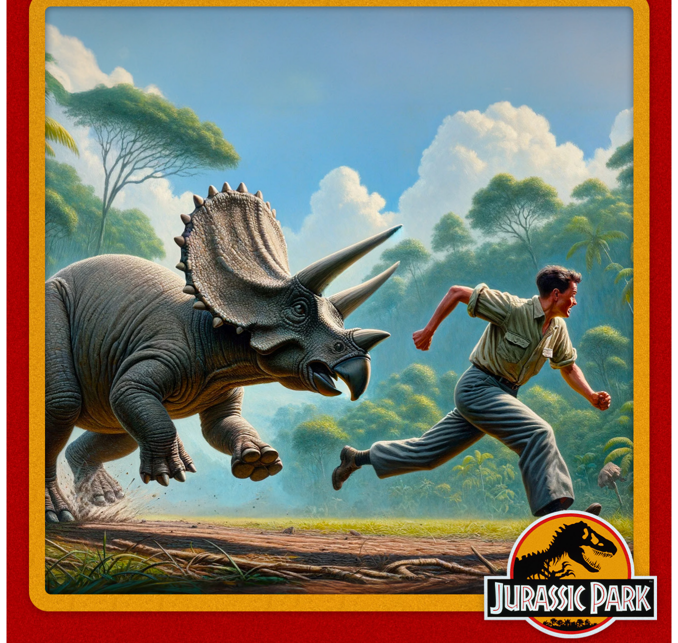
You stumble upon a forgotten weapon, possibly left by a previous visitor or worker. Roll a D6 for quality: 1-3 finds a basic defense tool; 4-6 uncovers a more potent arsenal. Draw a random matching **Weapon Card**.

## Heavy Rain



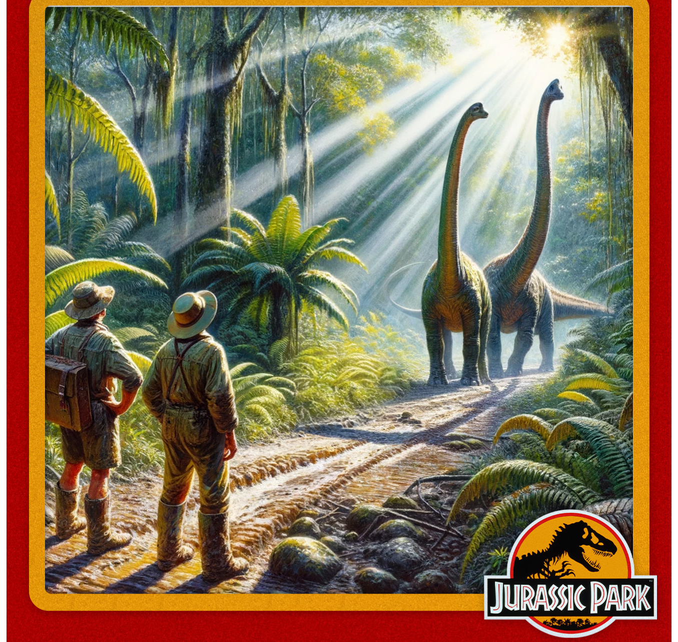
Torrential rain hits unexpectedly, reducing visibility and movement speed. Roll a D6; on a 1-3, move half your speed next round and draw **2 Chaos Cards**, on 4-6, stay put for an additional round due to flooding.

## Herbivore Attack



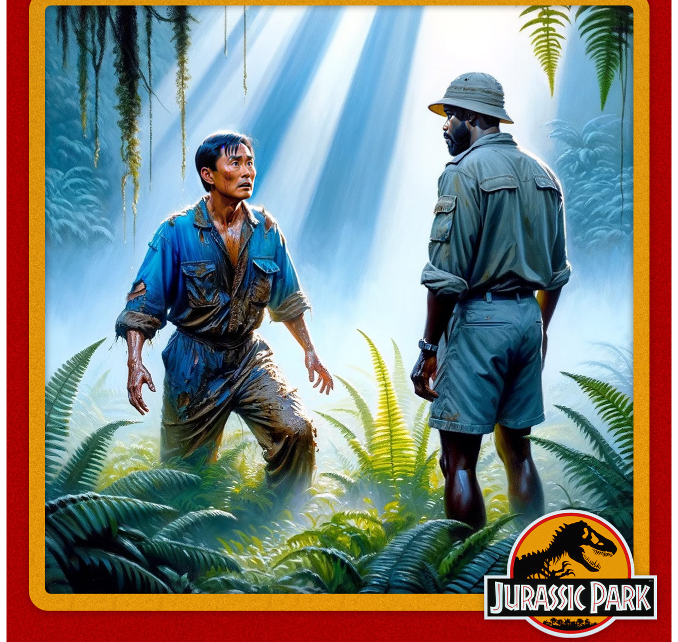
A previously peaceful herbivore becomes agitated and sees you as a threat. Roll a D6 to gauge its response: 1-2, it's a bluff charge; 3-6, a full-on attack, draw a random **Herbivore Card**.

## Herbivore Migration



A peaceful dinosaur migration crosses your path. Draw a random **Herbivore Card**. Roll a D6; a 1-3 means you can observe safely, a 4-6 requires you to detour to the next hex for 2 rounds.

## Human Encounter



You encounter an unexpected ally in your journey. Draw a **Character Card** from the deck to find out who temporarily joins your group.

## Illness

A party member falls ill. Roll a D6; on a 1-4, they recover quickly, on 5-6, they lose 1 health and are incapacitated for one round, requiring care.

## Impassable Terrain

The terrain becomes unexpectedly treacherous. Roll a D6; on a 1-3, navigate slowly, drawing an additional **Chaos Card** next round, on 4-6, seek an alternate route and avoid the current hex for 5 rounds.

## InGen Secrets

You discover a hidden InGen office or laboratory, its secrets left untouched. Inside, secret files and potentially game-changing information await. If outside, draw the **Secret Laboratory Location Card**.

## Injured Dinosaur

You encounter an injured dinosaur, causing unpredictability in its behavior. Roll a D6: on a 1-3, it's docile and needs help; on a 4-6, it lashes out in fear and pain, requiring you to draw Attack Cards.

## Injury

You suffer an injury during your journey. Roll a D6 to determine the severity and immediate effects: 1-2 minor, 3-4 moderate, 5-6 severe, impacting your group's mobility and actions for 1-3 rounds.

## Insect Swarm

An aggressive swarm of insects attacks. Roll a D6; on a 1-3, fend them off quickly, on 4-6, suffer minor injuries and move 1 hex out of the direction of travel.

## Lost

You've become disoriented and turned around. Roll a D6; on a 1-3, you regain your bearings quickly, on 4-6, your party wanders 2 hex away from your intended direction.

## Mishap

A mishap occurs within the environment or with your equipment. Roll a D6 to determine the outcome: 1-3 a minor setback, 4-6 a significant issue that requires immediate attention and causes a delay for 2 rounds.

## Nedry Encounter

You encounter Dennis Nedry, Jurassic Park's systems engineer. Roll a D6: on a 1-2, he nervously passes by in a hurry; on a 3-6, he chooses to stay with your party.

## Panic

A sudden event triggers panic within the group. Roll a D6: on a 1-3, manage to calm down quickly; on a 4-6, panic leads to poor decisions, affecting your next turn's actions.

## Poisonous Plant

A member of your party has accidentally come into contact with a poisonous plant. Roll a D6; on a roll of 1 to 4, they lose a turn, on a roll of 5 or 6, they lose 1 health and require medical attention.

## Quicksand

Quicksand catches a member off guard. Roll a D6; on 1-2, escape quickly, on 3-4, it takes time to rescue, losing one round on this hex, on 5-6, a severe struggle costs two rounds.

## Radio Signal

You pick up a signal on a radio. Roll a D6; 1-3 draw a Character Card and a Facilities Card to determine who is on the other end and where they're located, 4-6 leads to frustrating static. Discard if inapplicable.

## Raptor Call

The eerie call of a Velociraptor echoes nearby. Roll a D6; on a 1-4, it's a false alarm, on 5-6, draw a **Velociraptor Card**.

## Ravine Crossing

A wide ravine blocks your path. Roll a D6; on a 1-3, find a narrow crossing point, on 4-6, take a significant detour 2 hex away.

## Starry Night

The stormy sky clears, offering a temporary moment of calm. This card offers a chance for to rest, skipping any negative encounters for one round.

## Stuck

JURASSIC PARK

Your progress is impeded. Roll a D6 to determine how long it takes to get free: 1-2 is one round, 3-4 is two rounds, 5-6 is three rounds.

## Terrifying Roar

JURASSIC PARK

A terrifying roar echoes through the night, freezing everyone in their tracks. Roll a D6: on a 1-4, it's a distant threat; on a 5-6, the source of the roar is alarmingly close, Draw a **Carnivore Card**.

## Thermal Vent

JURASSIC PARK

You encounter a hidden thermal vent. Roll a D6; on 1-3, you manage to avoid with incident, on 4-6, the toxic gases require immediate evacuation to another hex, losing one round.

## Ulterior Motive

JURASSIC PARK

One of your party may have a secret ulterior motive. Have each player roll a D6 privately for each of their characters; on 1-5, no effect, on 6, the player should create a retroactive ulterior motive for this character.

## Wildfire

JURASSIC PARK

A wildfire spreads rapidly towards you. Roll a D6; on 1-3, outpace the fire, on 4-6, detour 2 hex out of your way to avoid flames and avoid the current hex for 4 rounds.

## Chaos

JURASSIC PARK

The unpredictability of the island intensifies, throwing everything into disarray. Draw an additional **3 Chaos Cards** immediately, facing a rapid succession of challenges that test your survival instincts.

## Awe and Wonder

JURASSIC PARK

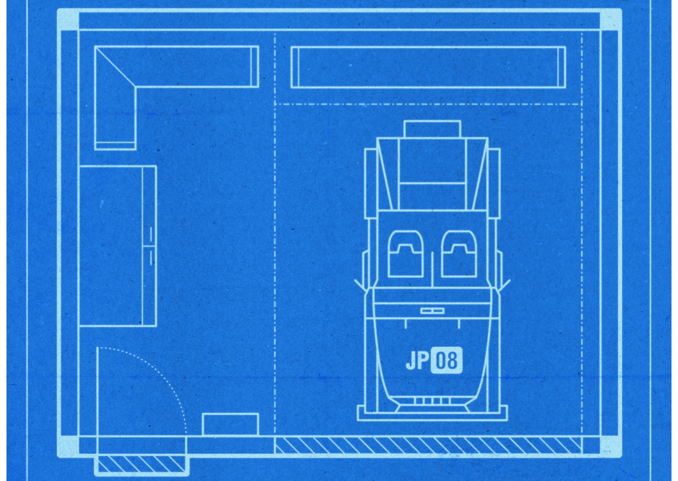
You are suddenly struck with a sense of awe and wonder, amazed by both the astounding achievement of InGen's scientists, and humbled by the beauty and unpredictability of nature.

## Batteries Die

JURASSIC PARK

The batteries in your equipment or vehicle die. Determine the affected item and roll a D6: on a 1-3, find a quick fix; on a 4-6, lose the item's functionality until a new power source is found. Discard if inapplicable.

## GARAGE



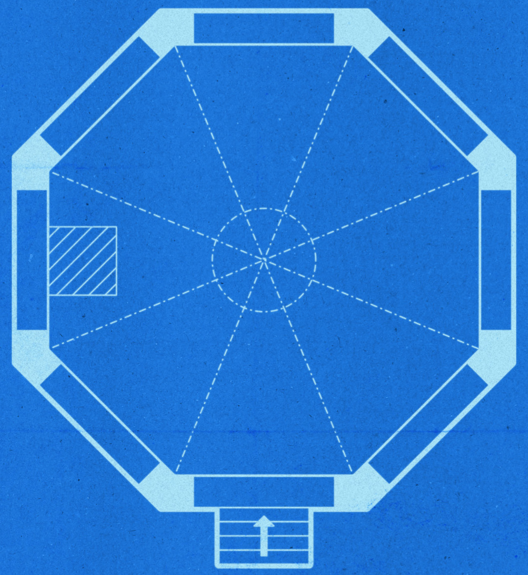
THE SHELVES ARE COVERED IN SPARE TIRES FOR A JEEP, EMPTY MOTOR-OIL CANS, SEVERAL TOOLBOXES, AND A FEW BUCKETS OF RED PAINT AIR SMELLS OF ACETYLENE, ENGINE OIL, AND FRESH PAINT.

ROLL FOR VEHICLE FIRST VISIT

KEYCARD REQUIRED FOR ENTRY IF POWERED

## OBSERVATION PLATFORM

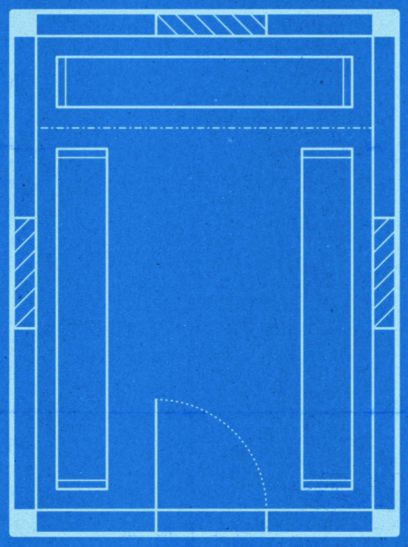
+4



THE “HIGH HIDE.” A LADDER LEADING TO AN OCTAGONAL METAL CAGE SET ATOP A FIFTEEN FOOT TITANIUM SCAFFOLD JUST BELOW THE TREELINE, ALMOST CONCEEALED FROM VIEW. KEEPS THE RANGERS OUT OF HARM’S WAY.

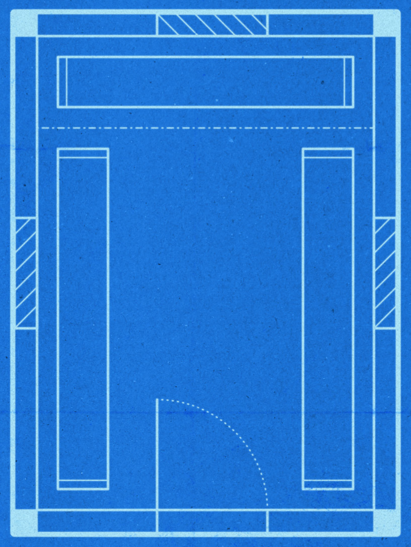
IF PURSUED, LOSE PURSUER(S)

## MAINTENANCE OUTPOST



A CONCRETE BUNKER WITH SMALL WINDOWS AND THICK WALLS, LIKE PILLBOXES FROM OLD WAR MOVIES. THE SHELVES ARE COVERED IN FIVE-GALLON CONTAINERS OF HERBICIDE, TREE-PRUNING EQUIPMENT, WORK LIGHTS, COILS OF CYCLONE FENCING, HUNDRED-POUND FERTILIZER BAGS, STACKS OF BROWN CERAMIC INSULATORS, AND CABLES.

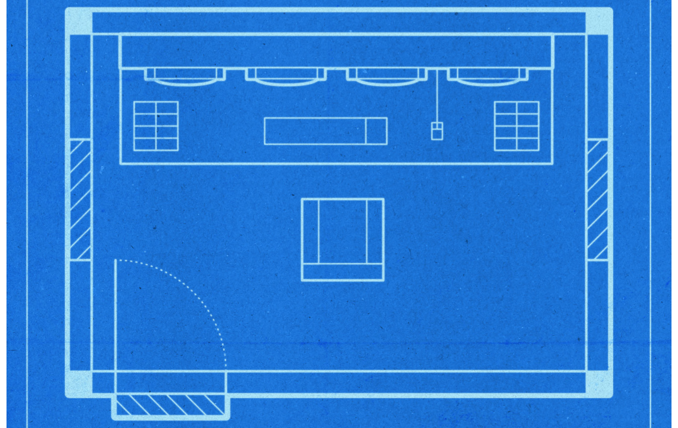
## MECHANIC’S SHED



A CONCRETE BUNKER WITH SMALL WINDOWS AND THICK WALLS, LIKE PILLBOXES FROM OLD WAR MOVIES. THE SHELVES ARE COVERED IN SPARE TIRES FOR A JEEP, EMPTY MOTOR-OIL CANS, SEVERAL TOOLBOXES, AND A FEW BUCKETS OF RED PAINT, WHICH FOR SOME REASON DISCOURAGES THE TRICERATOPS FROM CHARGING THE CARS.

+1 KEYRING

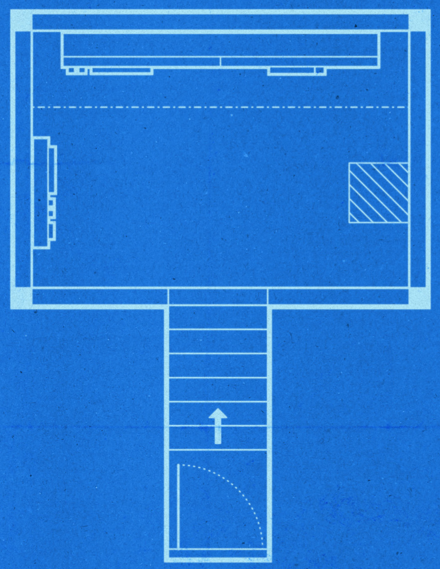
## OPERATIONS OUTPOST



IT LOOKS LIKE MISSION CONTROL FOR A SPACE LAUNCH, WITH A COMPUTER TERMINAL AND A BANK OF VIDEO SCREENS WHICH DISPLAY IMAGES OF VARIOUS LOCATIONS IN THE PARK.

KEYCARD REQUIRED FOR ENTRY IF POWERED

## POWER OUTPOST

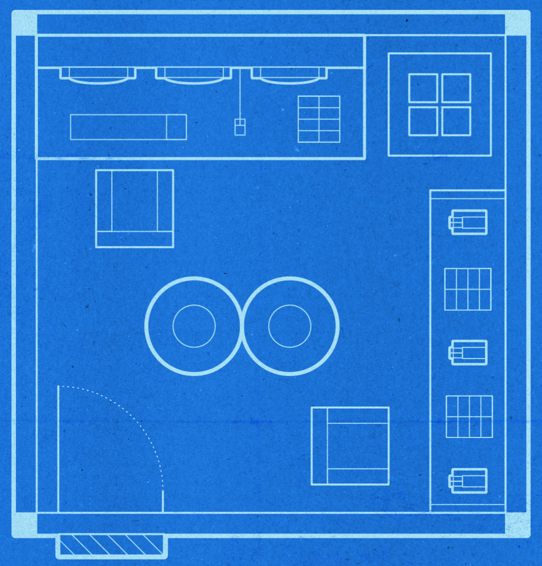


DOWN THE STAIRS THERE IS A MAZE OF PIPES, DUCTS, AND ELECTRICAL WORK. THE CABLES TERMINATE AT A BIG ALUMINUM BOX WITH AIR VENTS ON THE SIDES. INSIDE IS A VAST ARRAY OF BREAKERS AND SWITCHES.

TO RESET CIRCUIT BREAKERS, ARNOLD OR HAMMOND MUST BE PRESENT OR ON THE RADIO

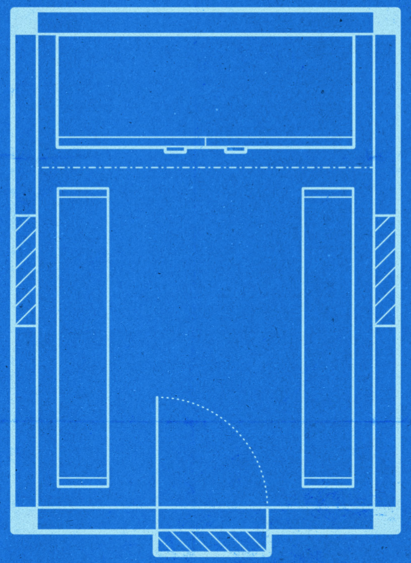
TEMPORARY RADIO WHILE IN LOCATION

## SECRET LABORATORY



A SMALL ROOM WITH A LARGE NUMBER OF DOUBLE-BARRELED STEREO MICROSCOPES AND HIGH RESOLUTION VIDEO SCREENS. TWO SIX-FOOT-TALL ROUND TOWERS STAND IN THE MIDDLE OF THE ROOM. THE ROOM IS FILLED WITH YELLOW STONES. THE STONES ARE IN GLASS SHELVES; IN CARDBOARD BOXES; IN LARGE PULL-OUT TRAYS. EACH STONE IS TAGGED AND NUMBERED IN BLACK INK.

## SECURITY BUNKER

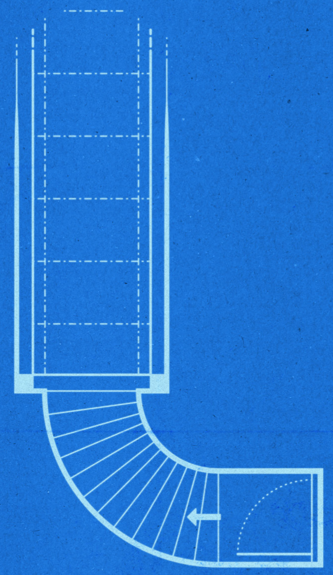


A CONCRETE BUNKER WITH SMALL WINDOWS, WITH GUN RACKS LINING THE INTERIOR. BACK IN THE GLOOMY RECESSES, THE STEEL DOOR TO THE ARMAMENTS CABINET IS UNMARKED.

KEYCARD REQUIRED FOR ENTRY IF POWERED

+2 WEAPON

## STEAM TUNNELS



A LITTLE RECESS, HARDLY LARGER THAN A CLOSET, FILLED WITH PIPES. A METAL DOOR MARKED MAINT 04. CONCRETE STEPS LEAD DOWNWARD, DAMP AND SLIPPERY WITH MOLD. THEY BEND AROUND THE CORNER, AND BEYOND IS A LONG TUNNEL THAT STRETCHES OFF INTO A GAPING DARKNESS.

1-HEX TRAVEL BETWEEN THIS AND THE NEAREST OTHER LOCATION ON THE MAP

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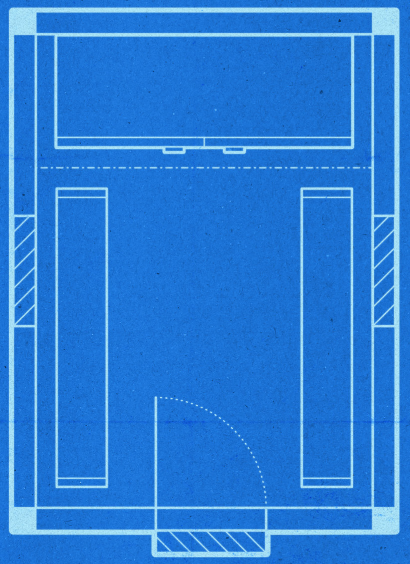
## STORAGE BUNKER

🔍 ▦+3

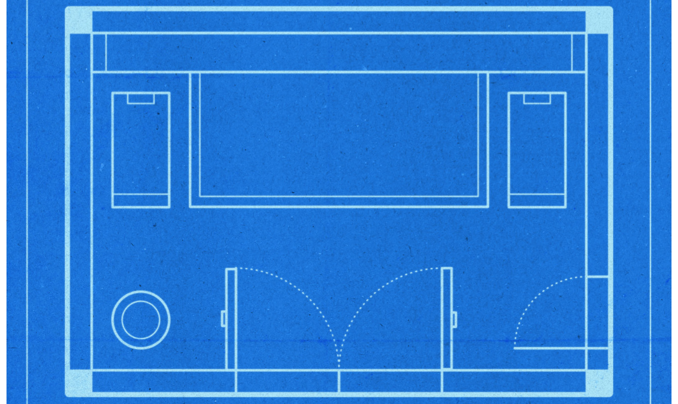


A CONCRETE BUNKER WITH SMALL WINDOWS, LINED BY SHELVES WITH BAGS OF CEMENT, LENGTHS OF COPPER PIPE, AND GREEN MESH. TWO PLASTIC OARS HANG ON CLIPS ON THE CONCRETE WALL. BACK IN THE GLOOMY RECESSES IS A METAL CABINET.

KEYCARD REQUIRED FOR ENTRY IF POWERED

---

## VETERINARY OUTPOST



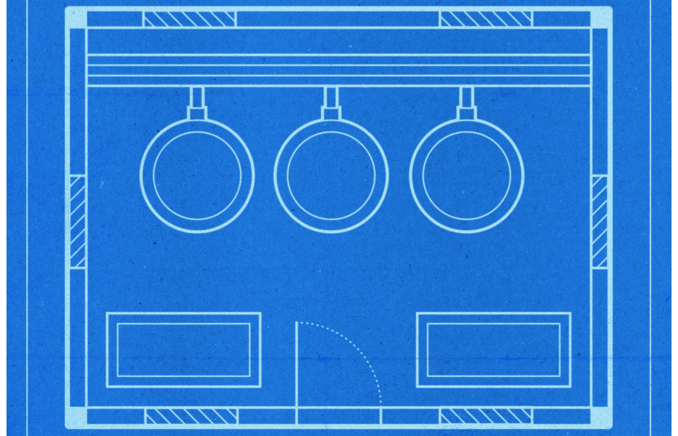
A SMALL CONCRETE OPERATING ROOM WITH GLASS SHELVES ABOVE A LONG STURDY TABLE. ROWS OF BOTTLES AND GLASS DISHES FILLED WITH MEDICAL SUPPLIES. ON ONE OF THE GURNEYS, A FIRST-AID KIT IS OPEN WITH A SYRINGE ON A TRAY, CAPPED IN PLASTIC.

ALL CHARACTERS RESTORE UP TO +2 HEALTH

+1 MEDICAL KIT

---

## WASTE FACILITY



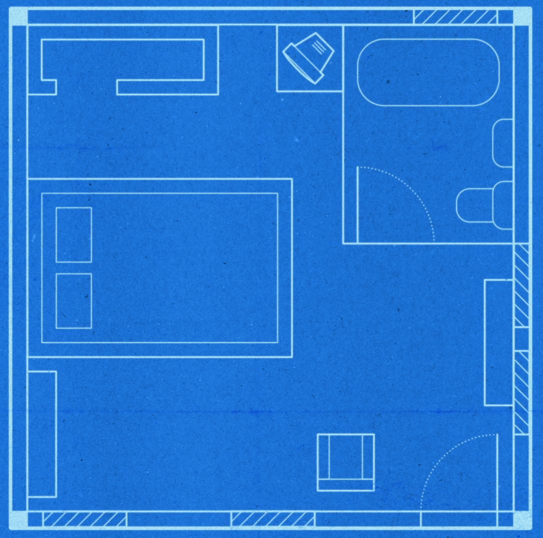
LARGE ANIMALS PRODUCE LARGE AMOUNTS OF EXCRETA. TO AVOID OFFENDING THE GUESTS' SENSIBILITIES, WASTE LOCATED NEAR THE TOUR TRACKS IS REMOVED, THEN COMPOSTED TO BE REUSED AS FERILIZER. THERE ARE NO TRACES OF LILAC BERRIES IN THE SPOOR.

TO PUT IT BLUNTLY, EACH CONTAINER IS ONE BIG PILE OF SHIT.

---

## BUNGALOW

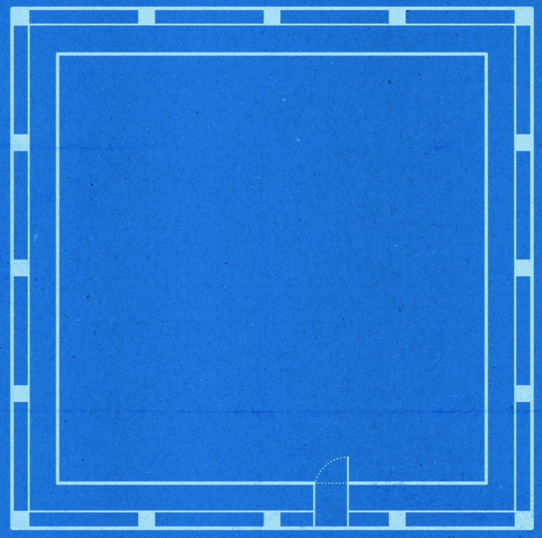
🔍 ▦



A SMALL, STANDALONE HUT WITH A THATCHED PYRAMID ROOF. THE SUITE IS IN BEIGE TONES, THE RATTAN FURNITURE IN GREEN JUNGLE-PRINT MOTIFS. THE ROOM ISN'T QUITE FINISHED; THERE ARE STACKS OF LUMBER IN THE CLOSET, AND PIECES OF ELECTRICAL CONDUIT ON THE FLOOR. THERE IS A TELEVISION SET IN THE CORNER.

---

## HOLDING PEN



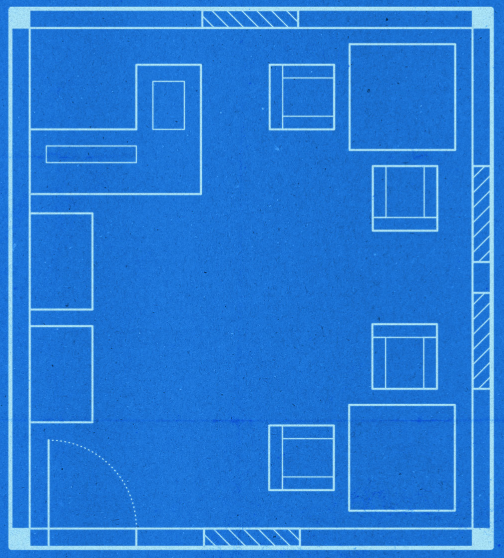
THIS OPEN-AIR, FORTIFIED HOLDING PEN IS USED AS A TEMPRARY HOLDING FACILITY FOR DINOSAURS WHICH HAVE YET TO BE INTRODUCED TO THE PADDOCKS.

DRAW 1 CARNIVORE CARD
IF A PADDOCK DINOSAUR, DISCARD

---

## CAFE

🔍 ▦



A SMALL CAFETERIA SPACE WITH SQUARE DINING-ROOM TABLES AND CHAIRS. THERE ARE TWO VENDING MACHINES FILLED WITH SOFT DRINKS, CANDY BARS, AND TWINKIES. NEARBY IS A CASH REGISTER AND A RACK WITH GUM AND CANDY. IT LOOKS LIKE A MINIATURE VERSION OF THE CREATECEOUS CAFE AT THE VISITORS CENTER.

+2 FOOD

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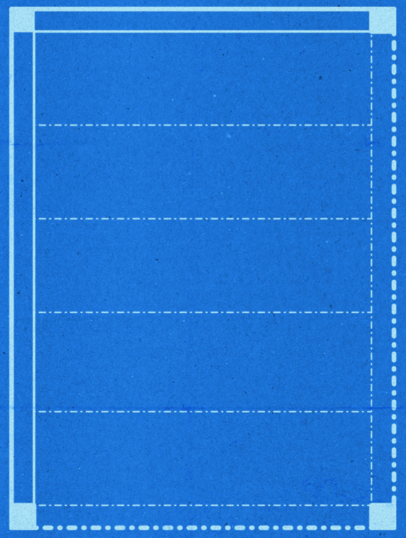
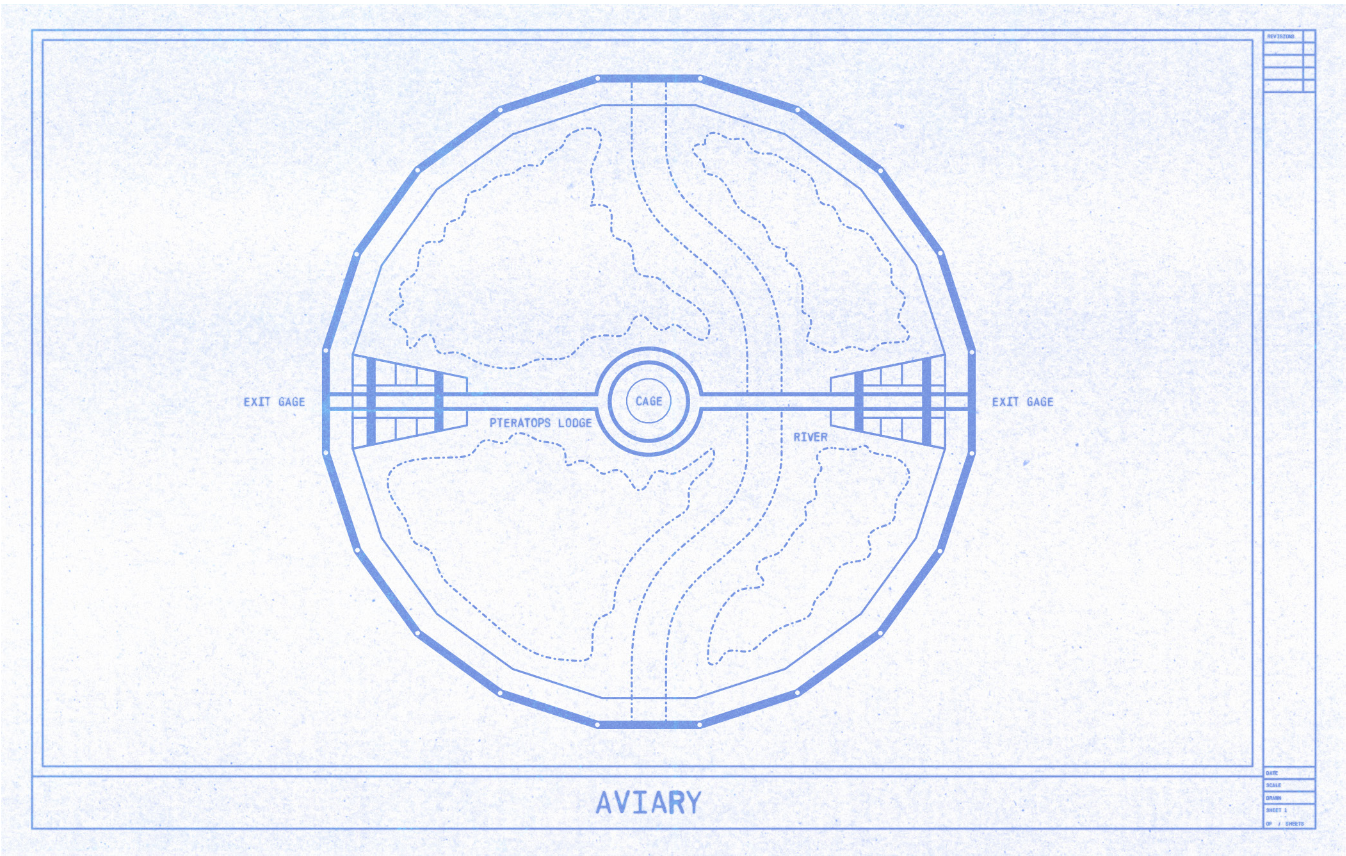
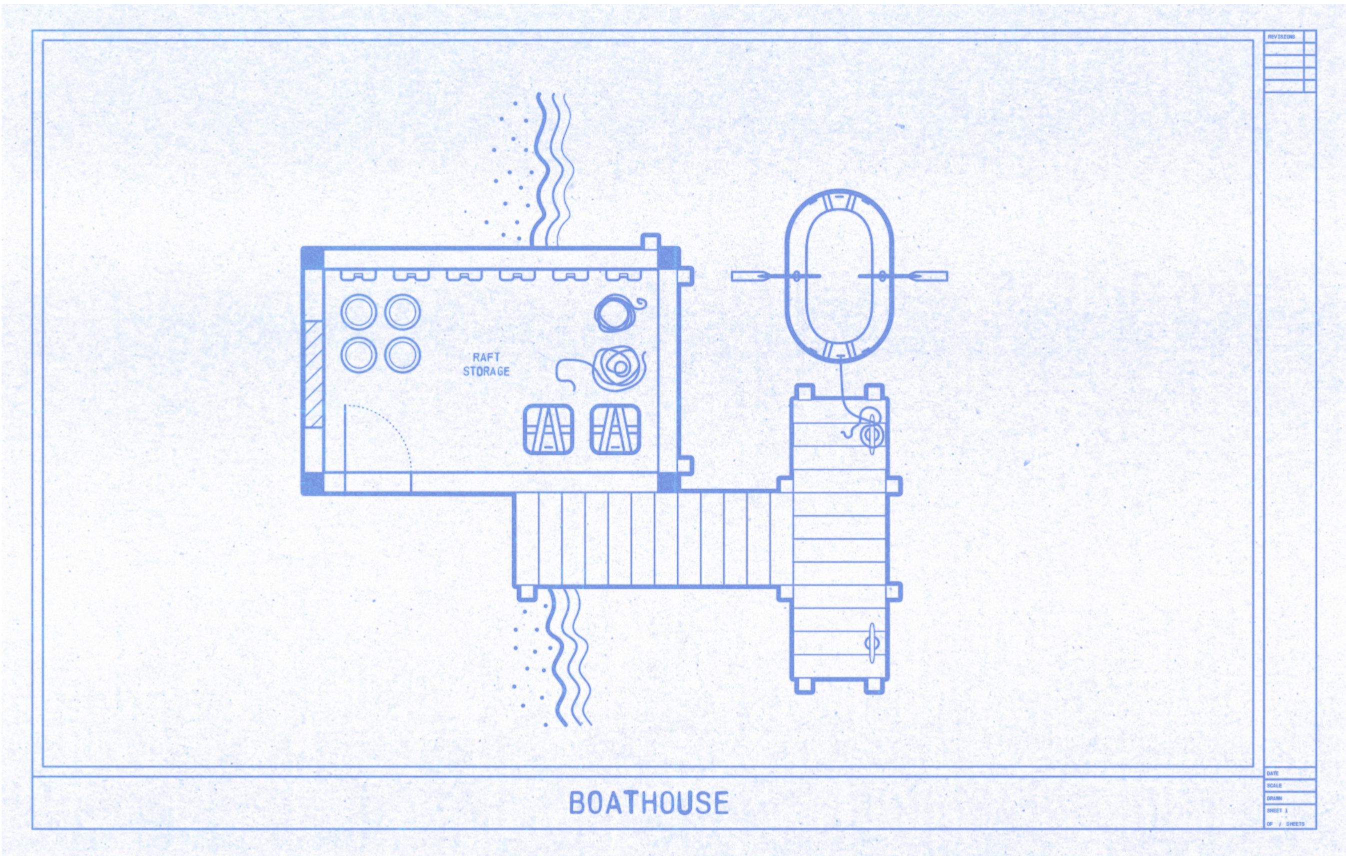
## CONSTRUCTION SITE



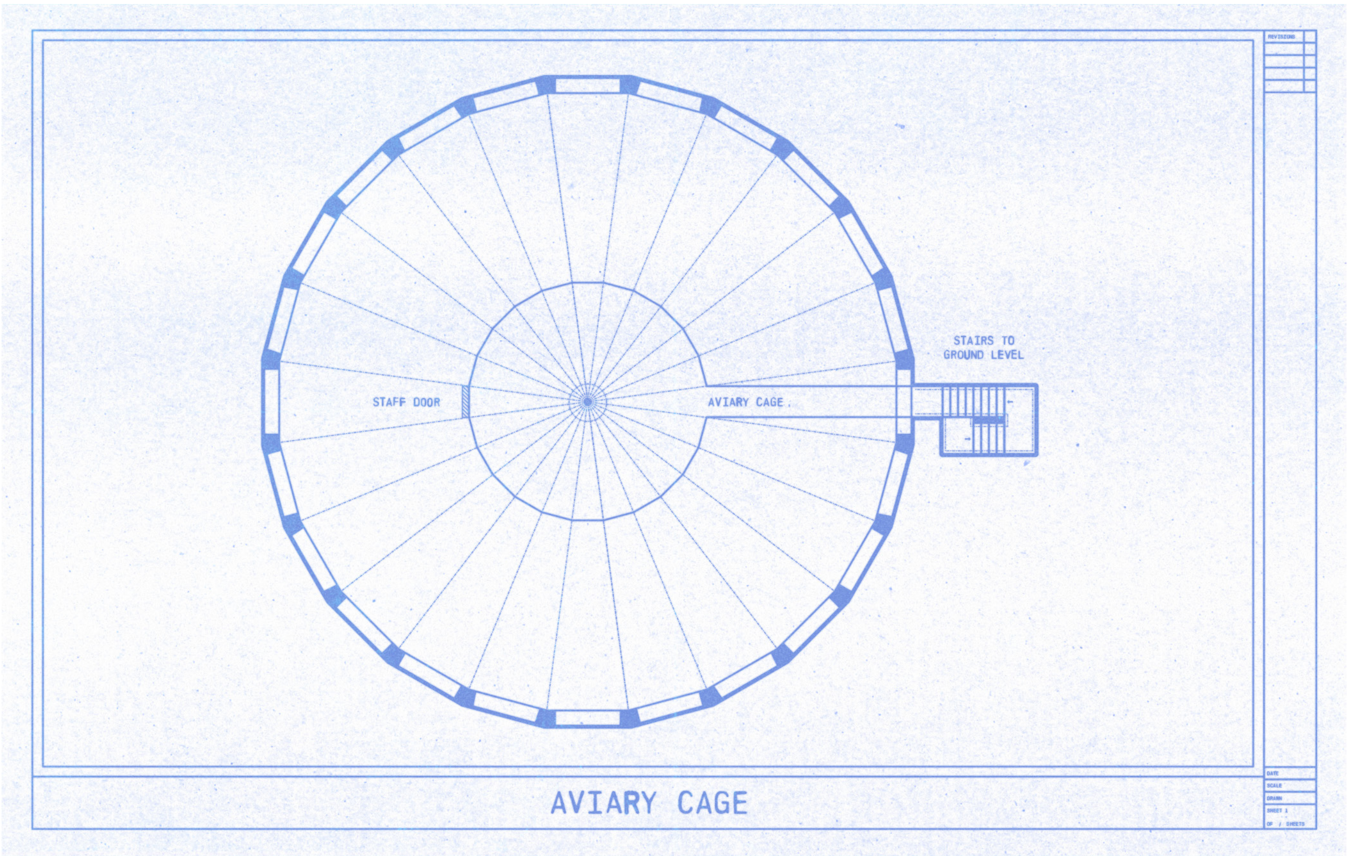
THE CONSTRUCTION SITE OF AN UNFINISHED BUILDING. THE CONCRETE FOUNDATION HAS BEEN POURED AND RODS OF STEEL REBAR JUT OUT WHERE WALLS WOULD BE BUILT. NEARBY, STACKS OF LUMBER, COILS OF WIRE, AND PIECES OF ELECTRICAL CONDUIT ARE STREWN ACROSS THE GROUND. THE POTENTIAL VISION OF THIS BUILDING MAY NOW BE FOREVER UNREALIZED.


EXIT GAGE
PTERATOPS LODGE
CAGE
RIVER
EXIT GAGE

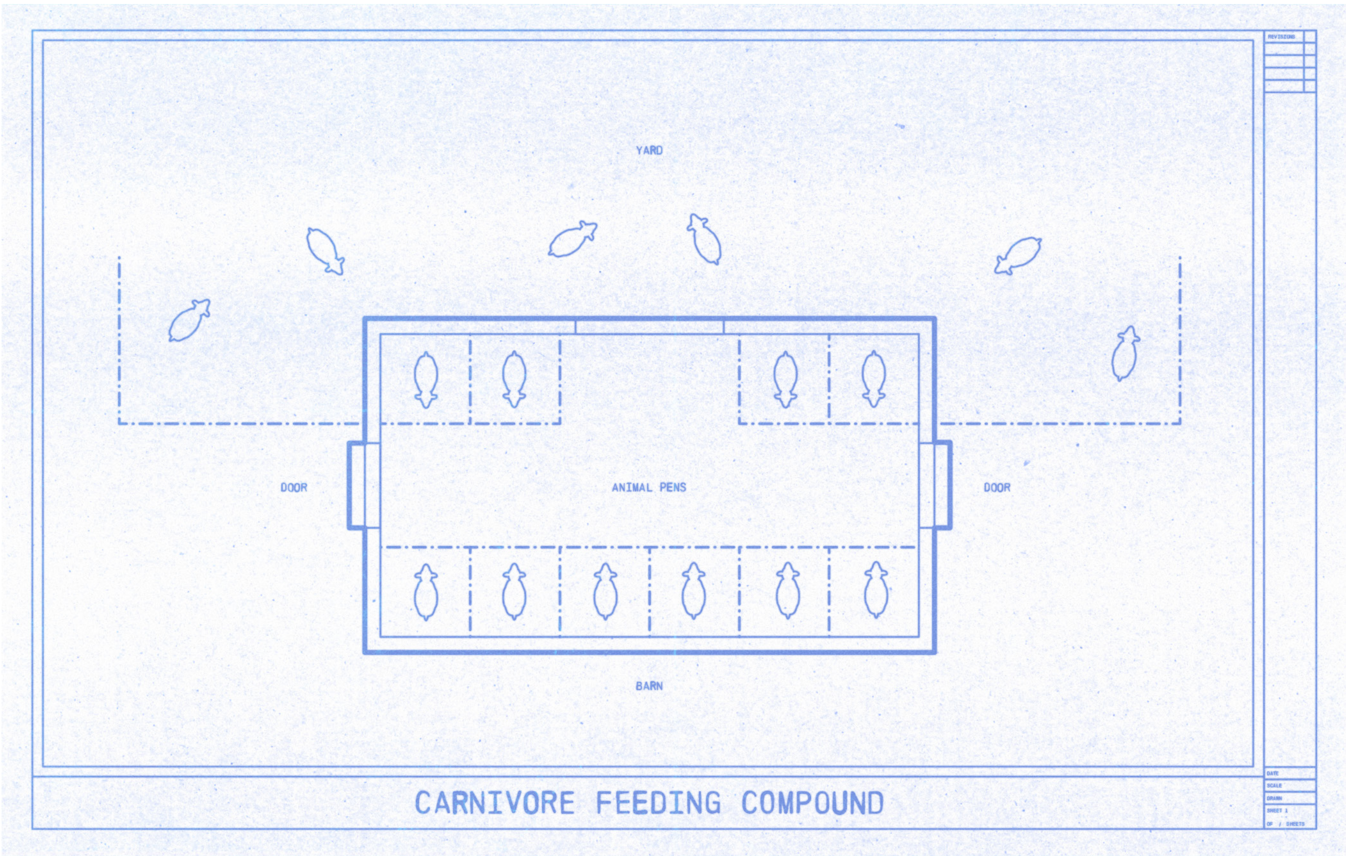
AVIARY


RAFT
STORAGE

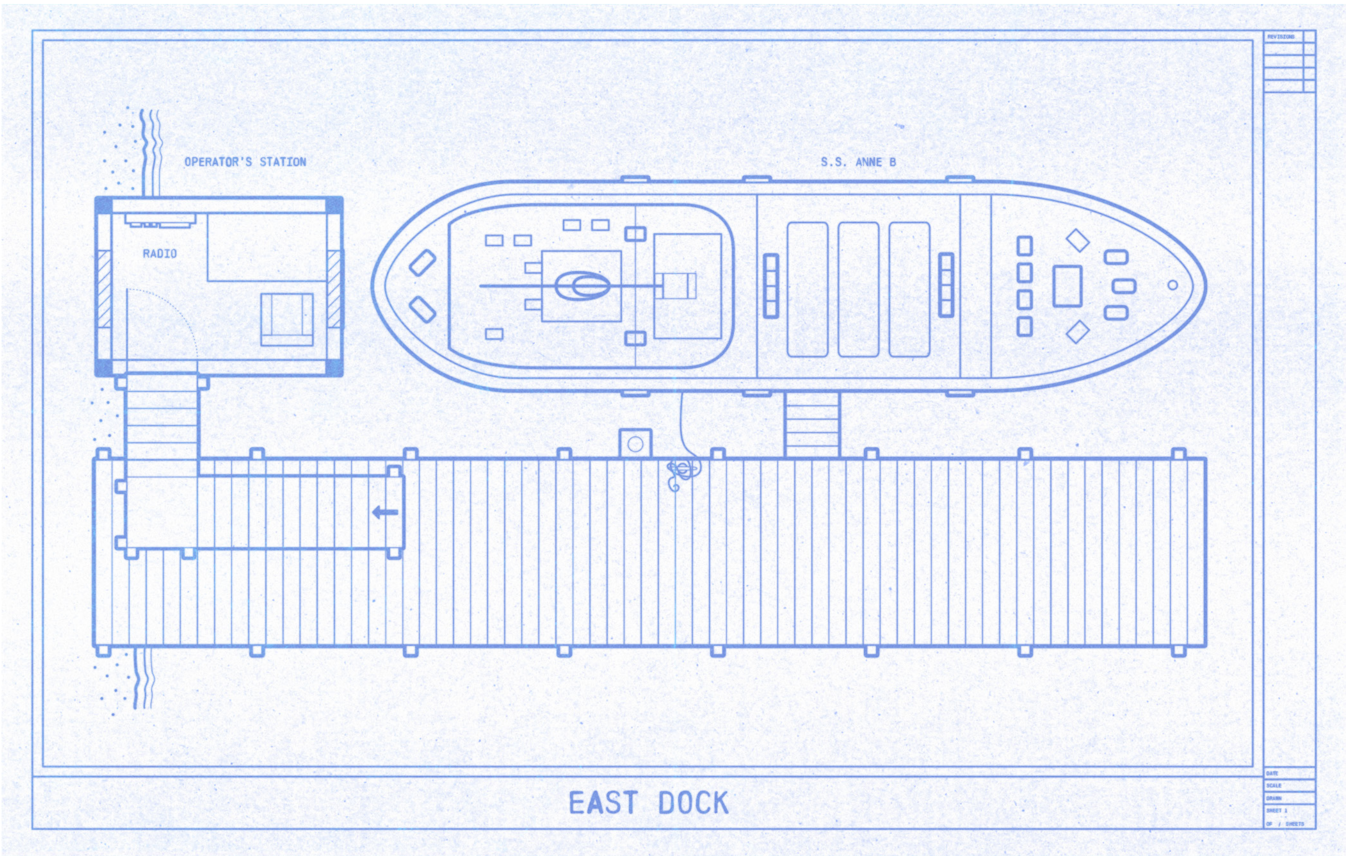
BOATHOUSE

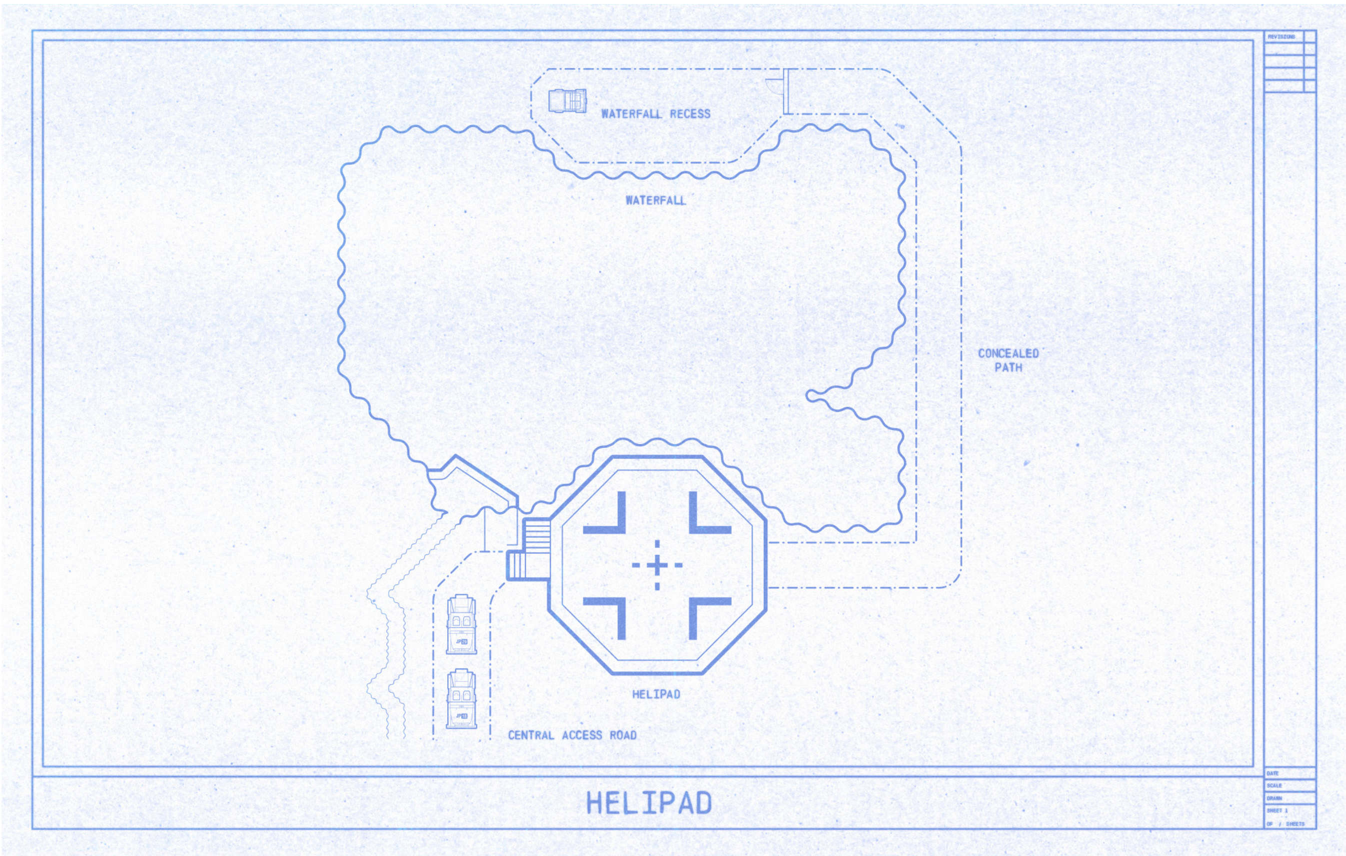

STAIRS TO
GROUND LEVEL
STAFF DOOR
AVIARY CAGE

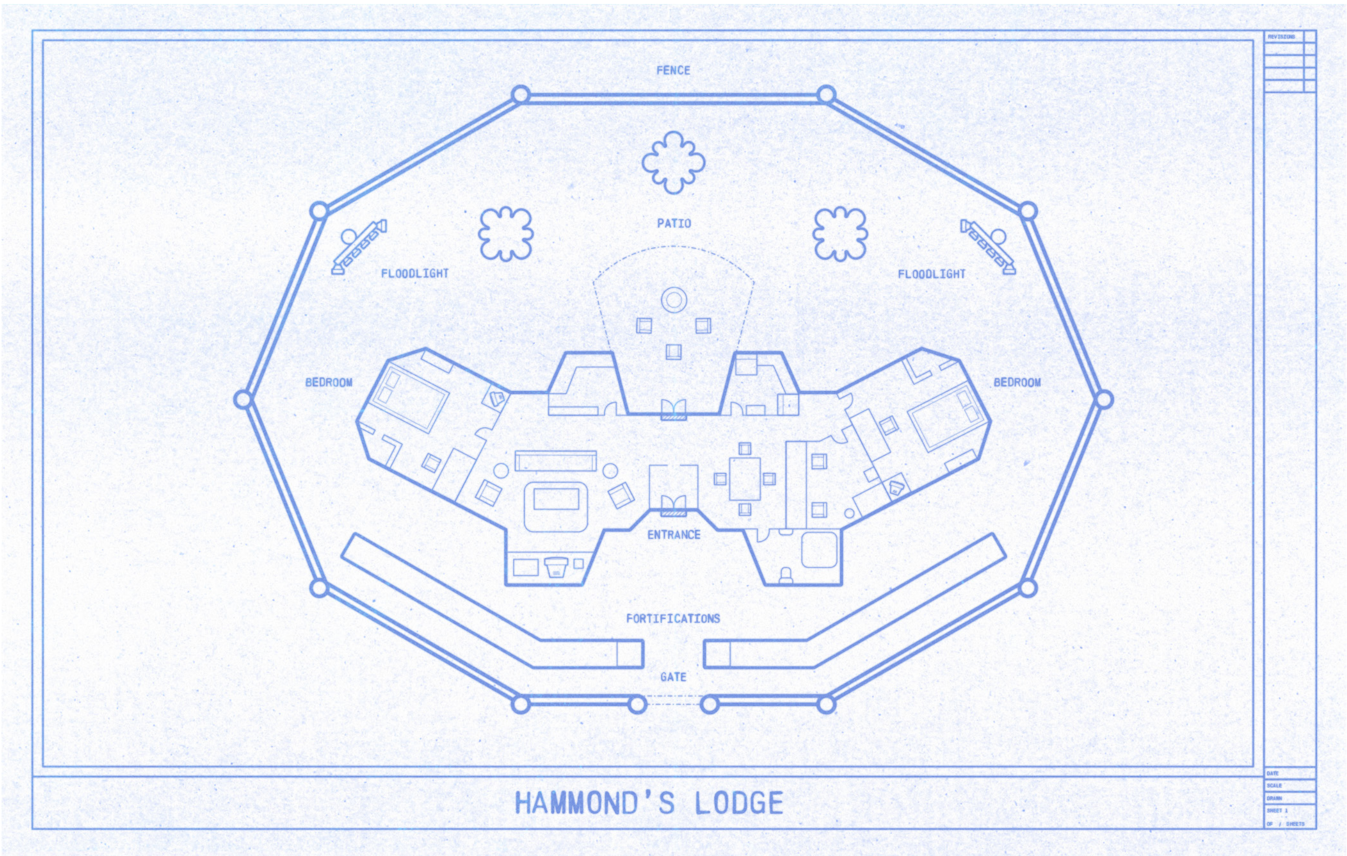
AVIARY CAGE

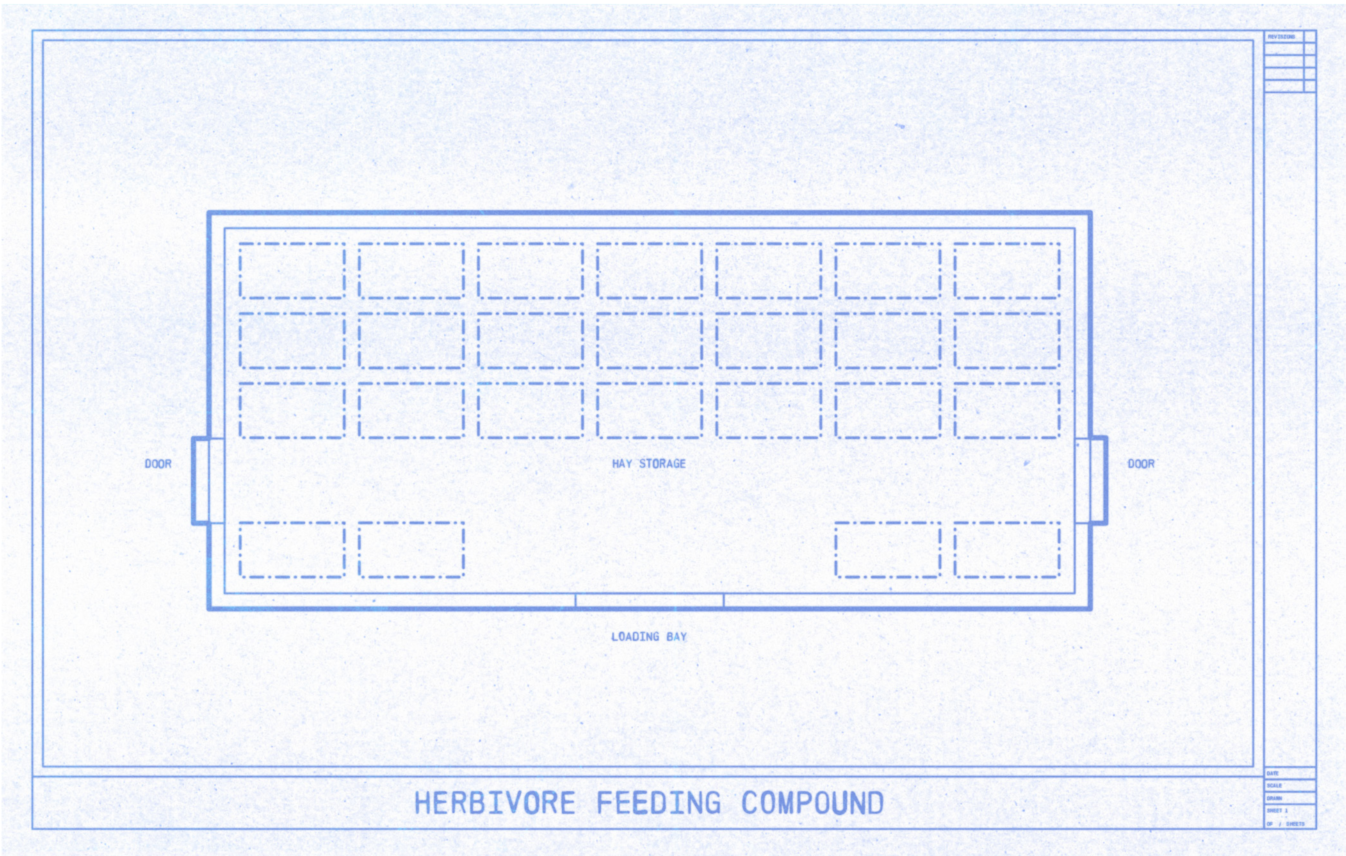

YARD
DOOR
ANIMAL PENS
DOOR
BARN

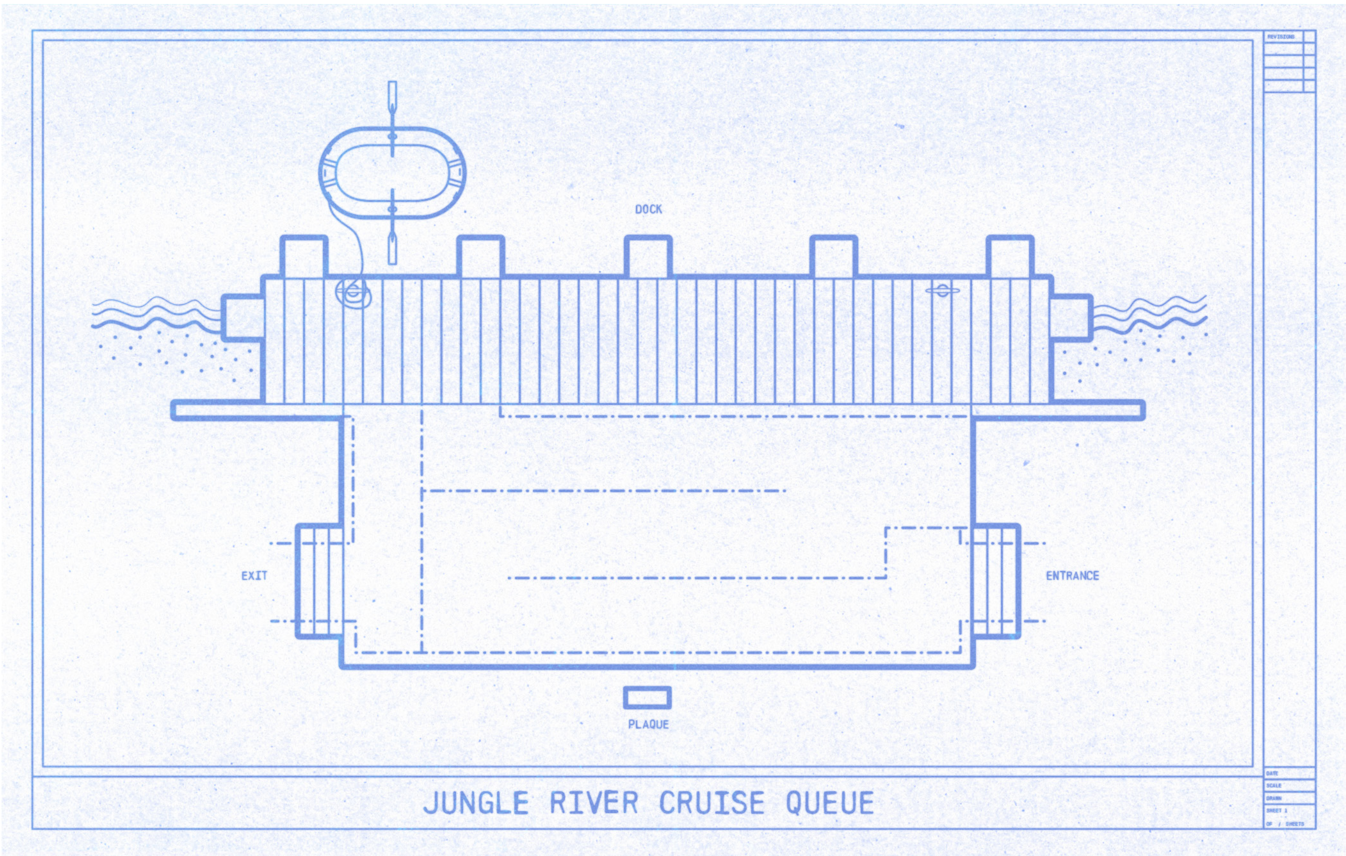
CARNIVORE FEEDING COMPOUND


REVISIONS
OPERATOR'S STATION
S.S. ANNE B
RADIO
EAST DOCK
DATE
SCALE
DRAWN
SHEET 1
OF 1 SHEETS

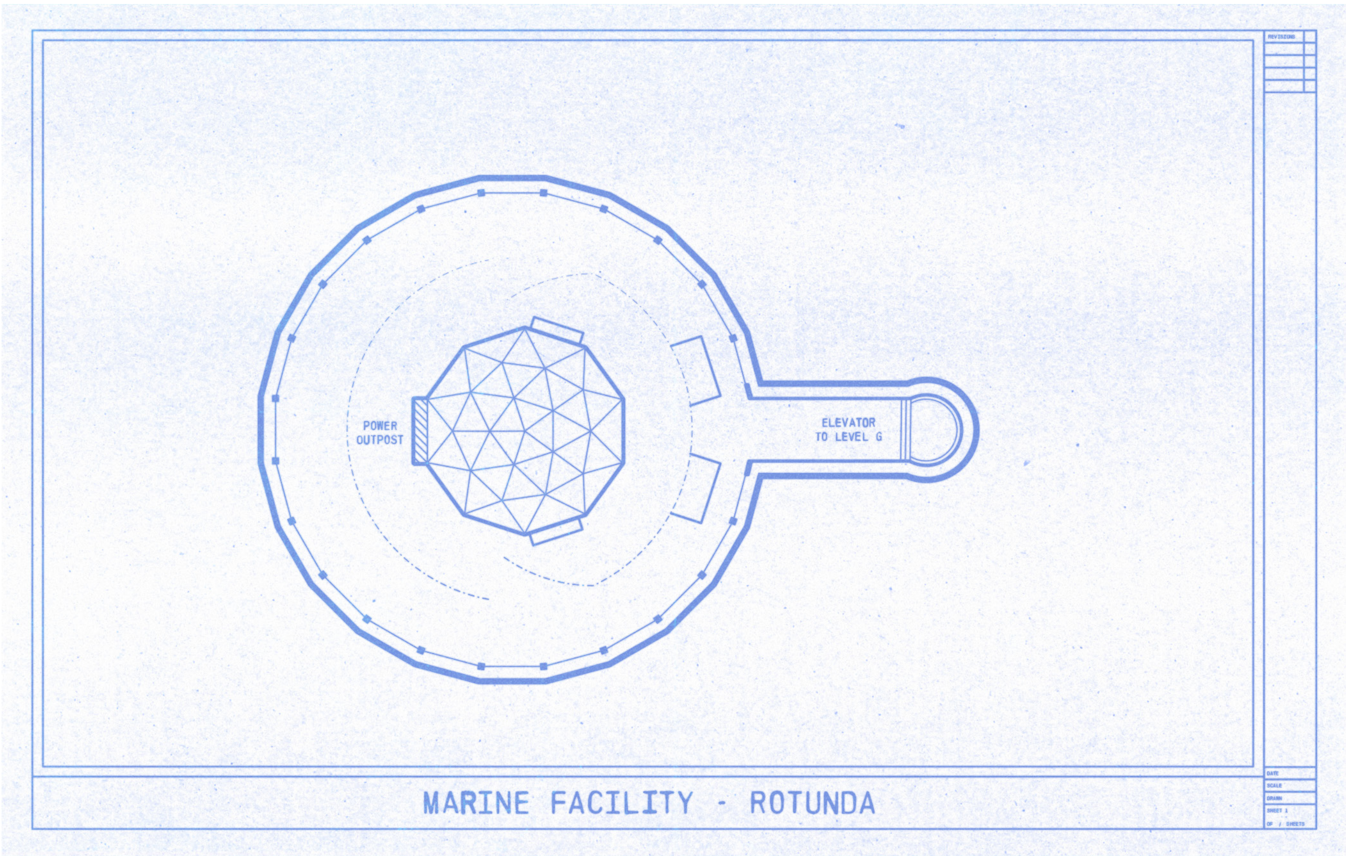

REVISIONS
WATERFALL RECESS
WATERFALL
CONCEALED PATH
HELIPAD
CENTRAL ACCESS ROAD
HELIPAD
DATE
SCALE
DRAWN
SHEET 1
OF 1 SHEETS


REVISIONS
FENCE
PATIO
FLOODLIGHT
FLOODLIGHT
BEDROOM
BEDROOM
ENTRANCE
FORTIFICATIONS
GATE
HAMMOND'S LODGE
DATE
SCALE
DRAWN
SHEET 1
OF 1 SHEETS

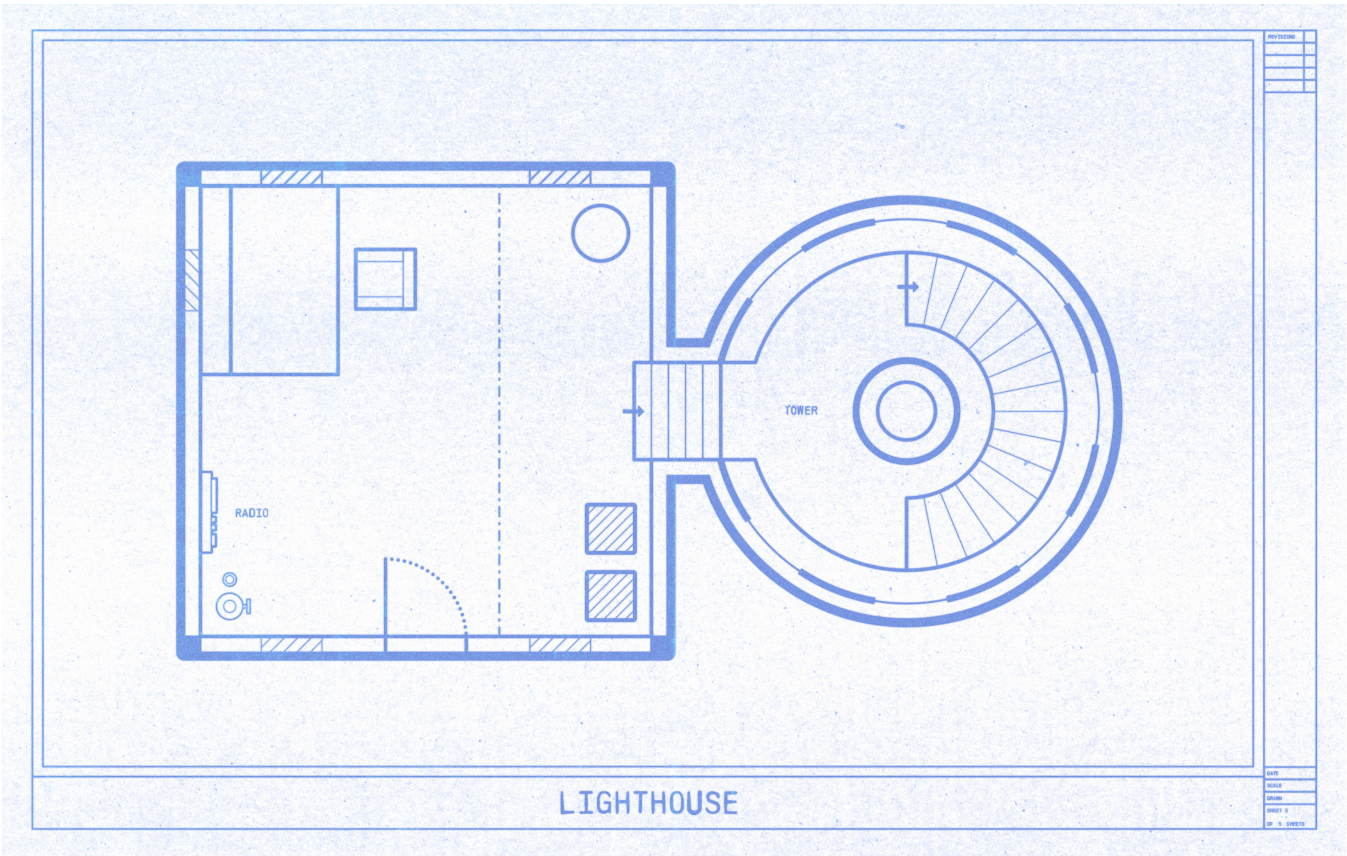

REVISIONS
DOOR
HAY STORAGE
DOOR
LOADING BAY
HERBIVORE FEEDING COMPOUND
DATE
SCALE
DRAWN
SHEET 1
OF 1 SHEETS


DOCK
EXIT
ENTRANCE
PLAQUE
REVISIONS
DATE
SCALE
DRAWN
SHEET 1
OF 1 SHEETS

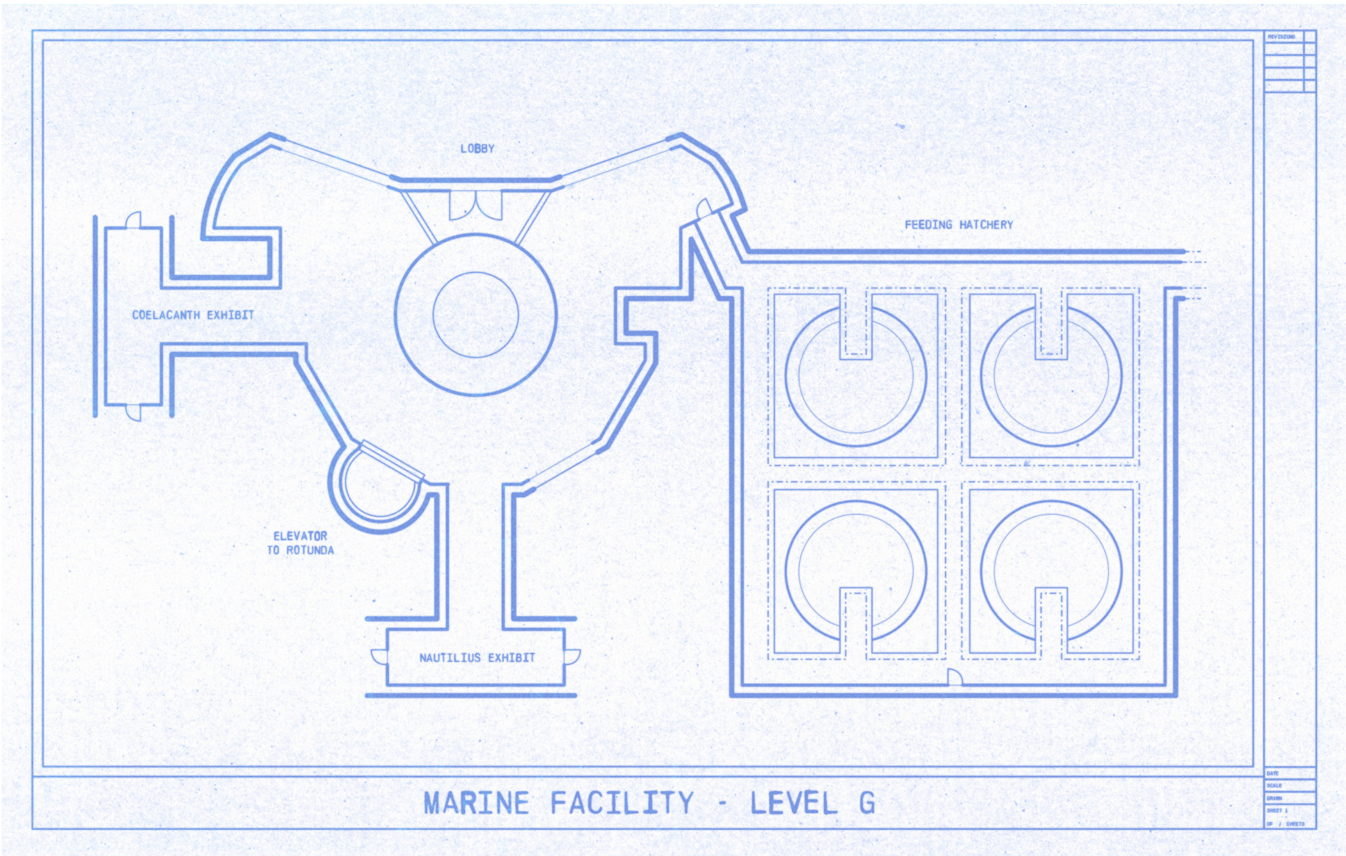
JUNGLE RIVER CRUISE QUEUE


POWER
OUTPOST
ELEVATOR
TO LEVEL G
REVISIONS
DATE
SCALE
DRAWN
SHEET 1
OF 1 SHEETS

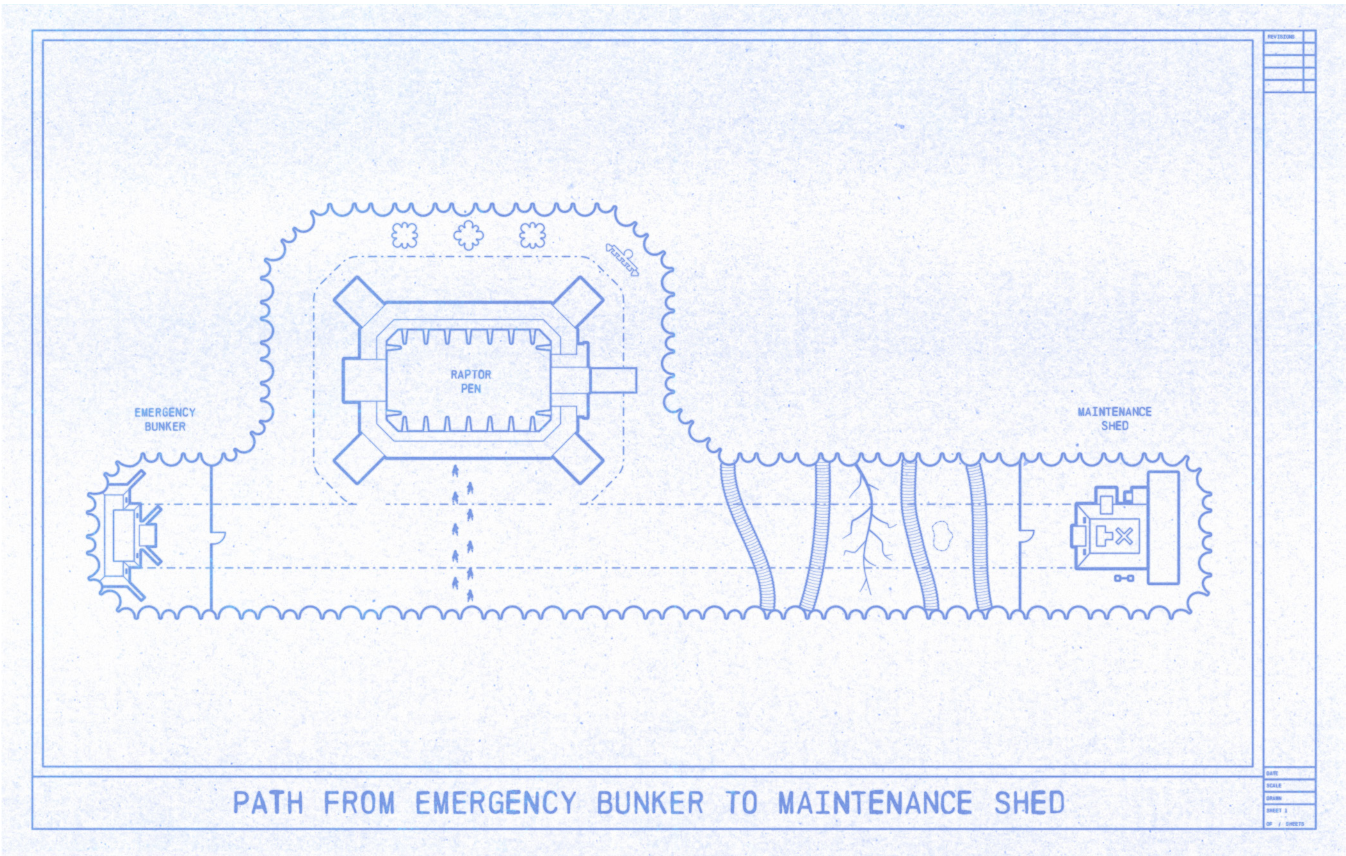
MARINE FACILITY - ROTUNDA


TOWER
RADIO
REVISIONS
DATE
SCALE
DRAWN
SHEET 5
OF 5 SHEETS

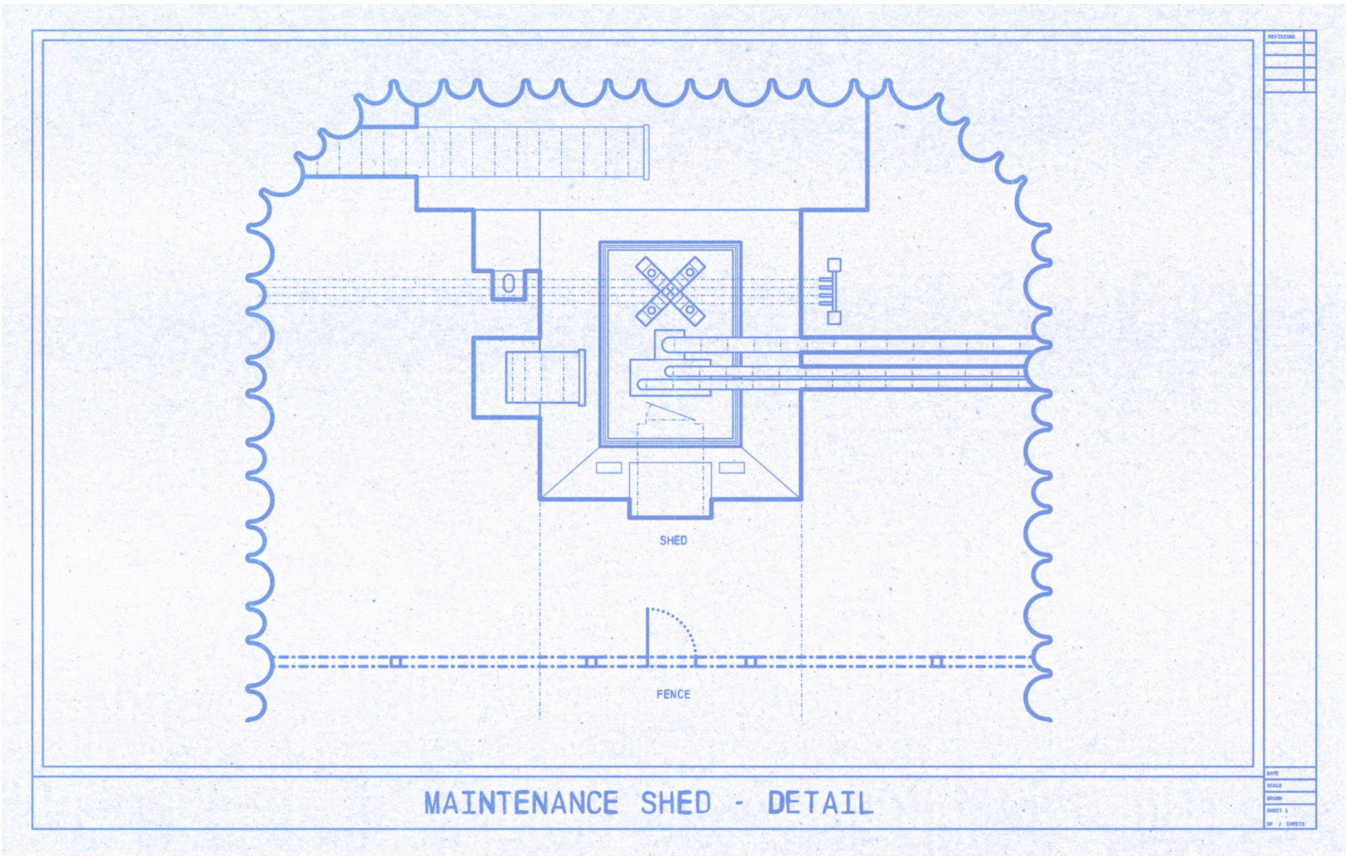
LIGHTHOUSE


LOBBY
FEEDING HATCHERY
COELACANTH EXHIBIT
ELEVATOR
TO ROTUNDA
NAUTILIUS EXHIBIT
REVISIONS
DATE
SCALE
DRAWN
SHEET 1
OF 1 SHEETS

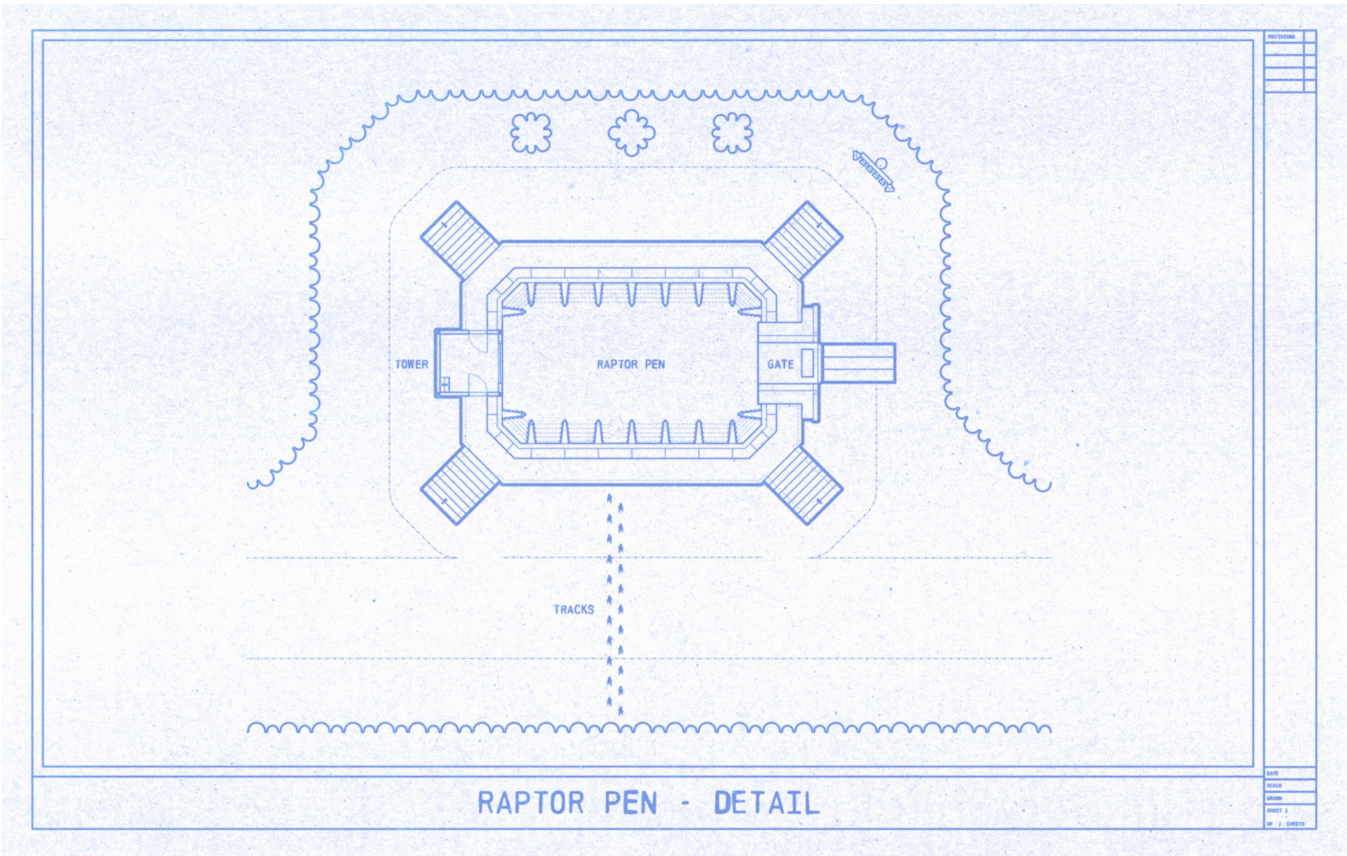
MARINE FACILITY - LEVEL G


EMERGENCY BUNKER
RAPTOR PEN
MAINTENANCE SHED

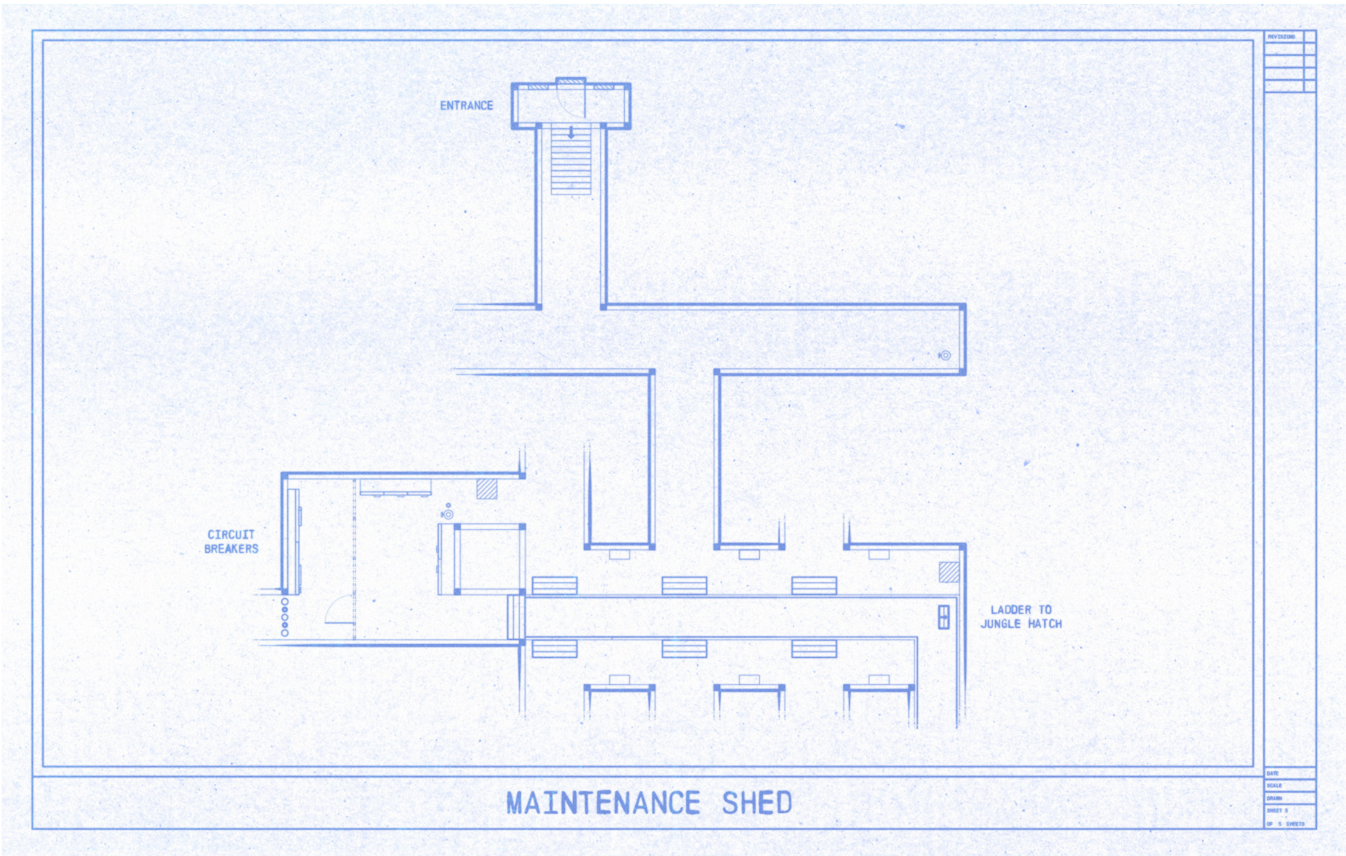
PATH FROM EMERGENCY BUNKER TO MAINTENANCE SHED



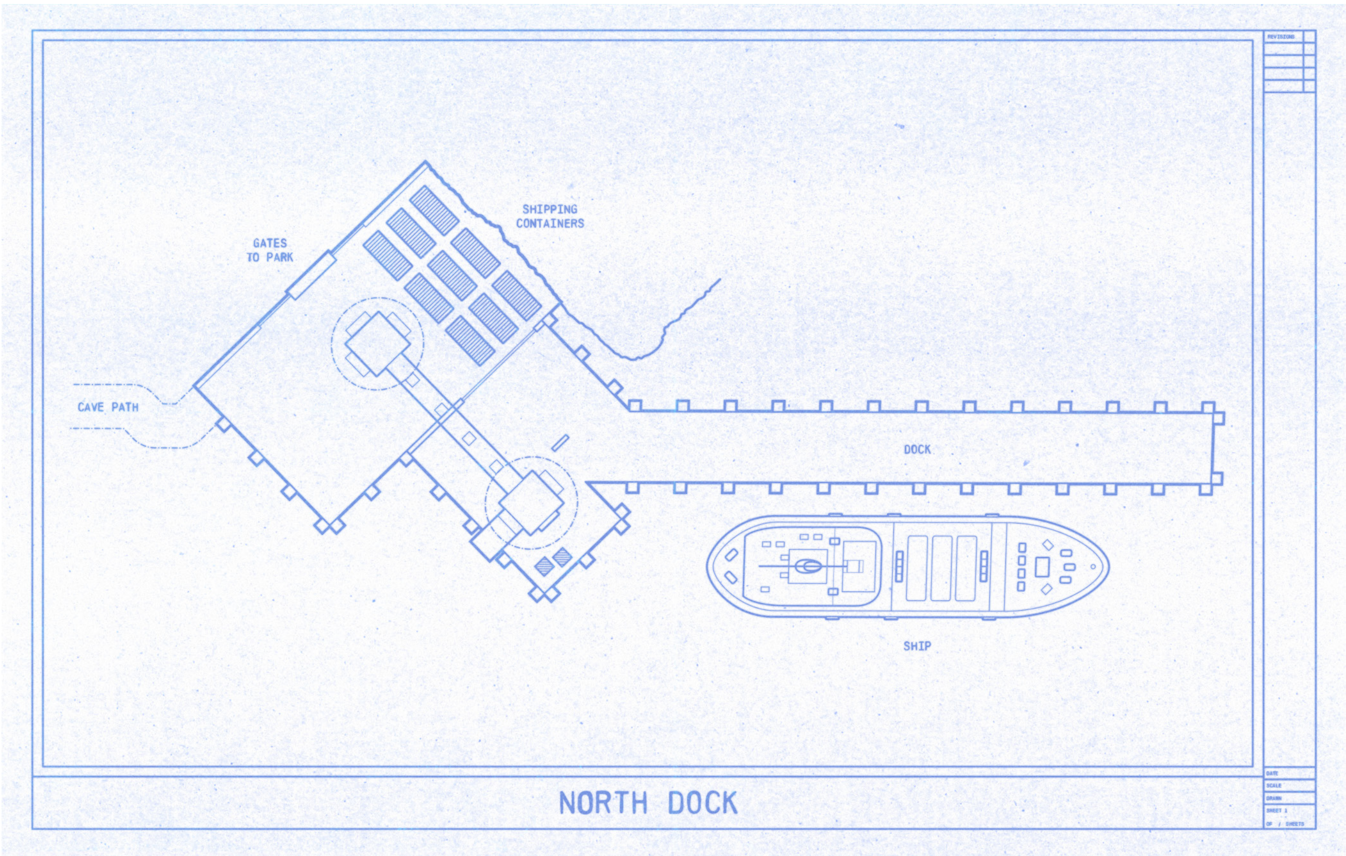
MAINTENANCE SHED - DETAIL


TOWER
RAPTOR PEN
GATE
TRACKS

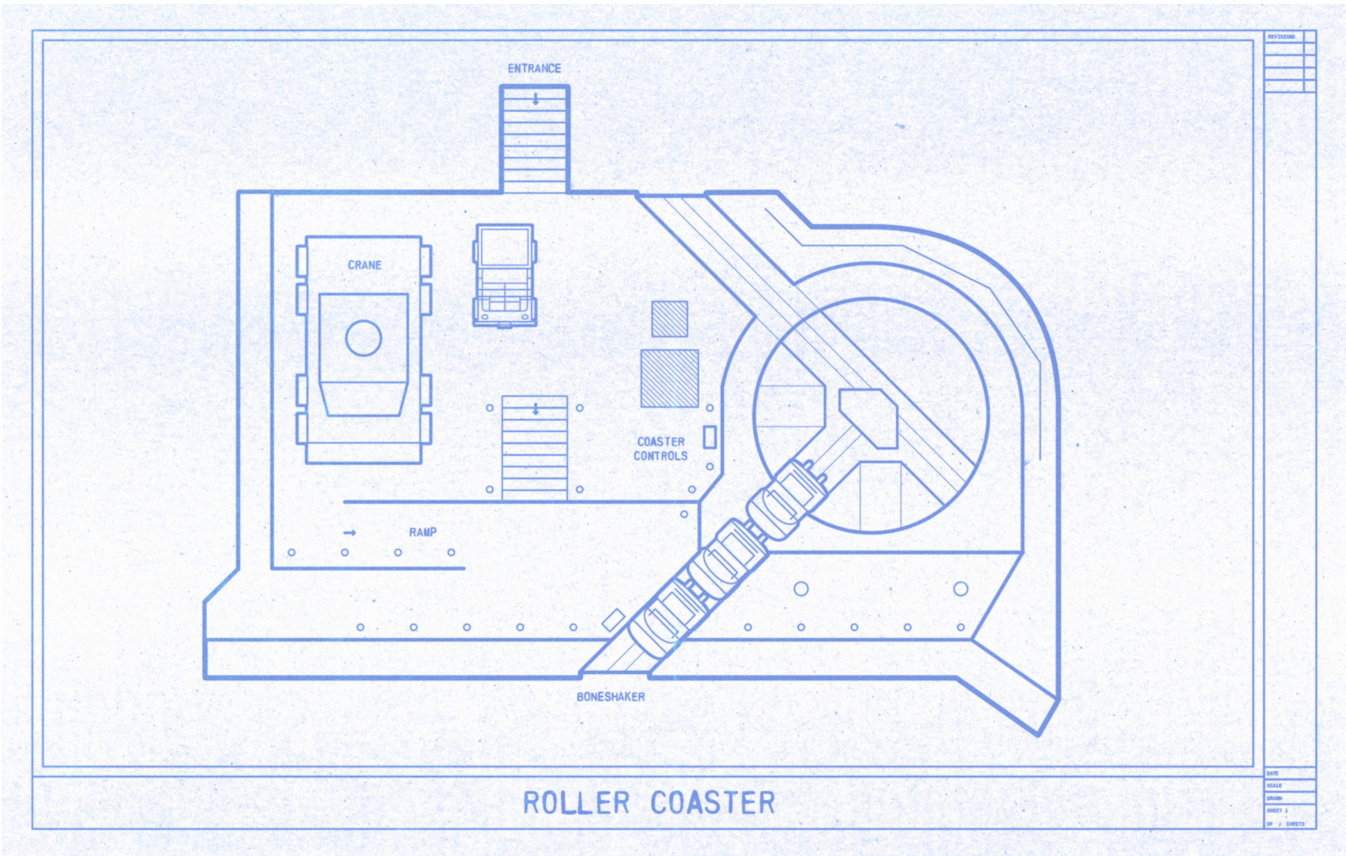
RAPTOR PEN - DETAIL


ENTRANCE
CIRCUIT BREAKERS
LADDER TO JUNGLE HATCH

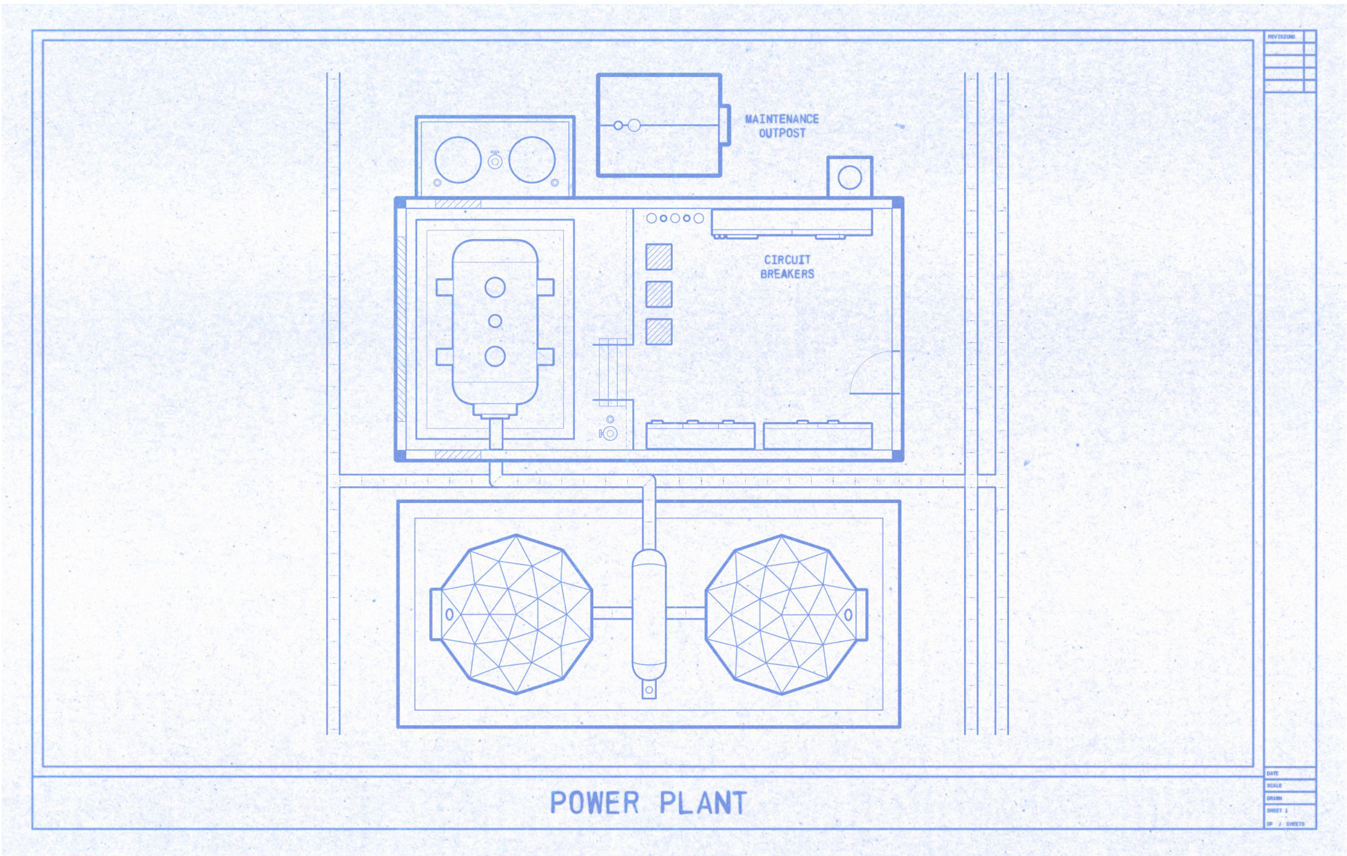
MAINTENANCE SHED


GATES
TO PARK
SHIPPING
CONTAINERS
CAVE PATH
DOCK
SHIP

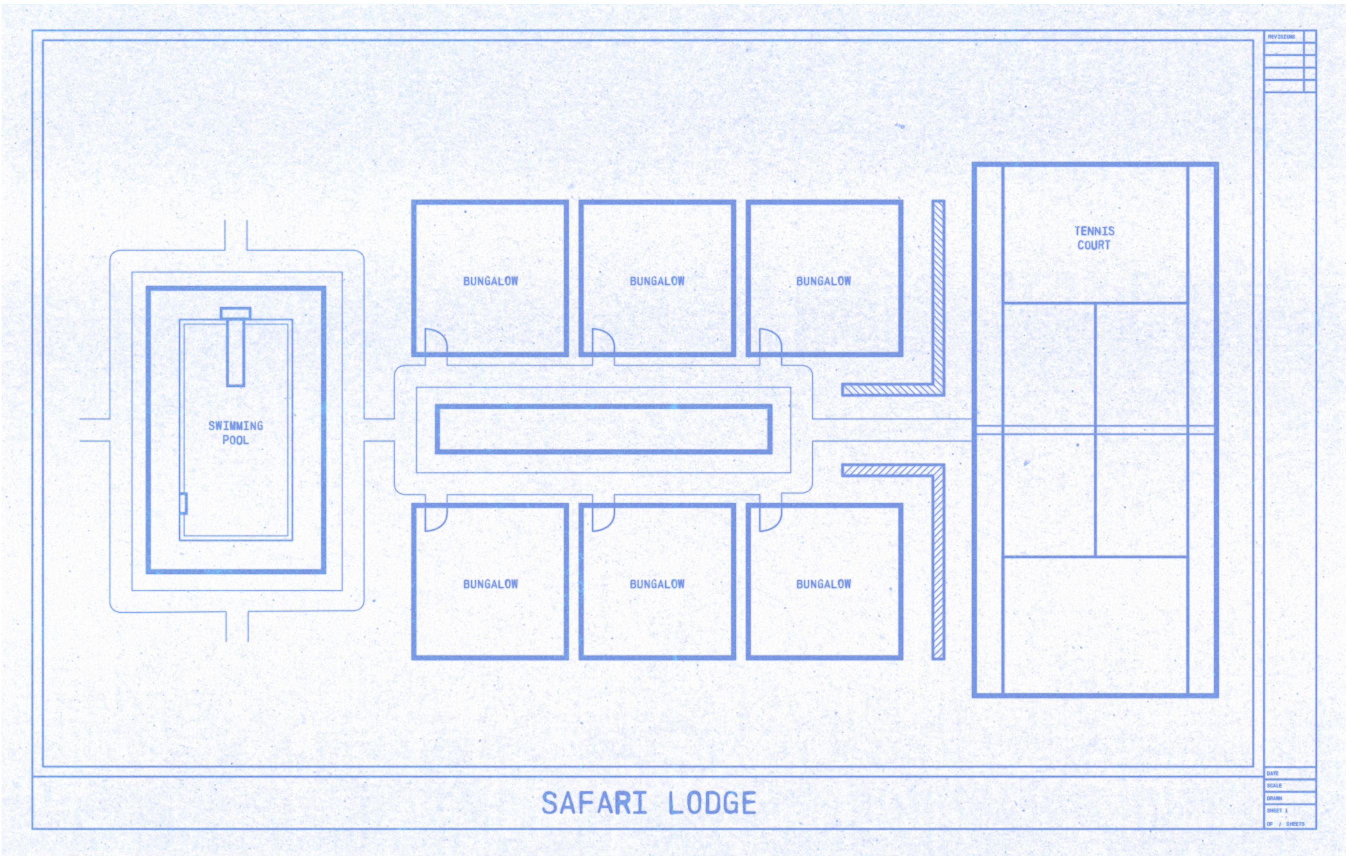
NORTH DOCK


ENTRANCE
CRANE
COASTER
CONTROLS
RAMP
BONESHAKER

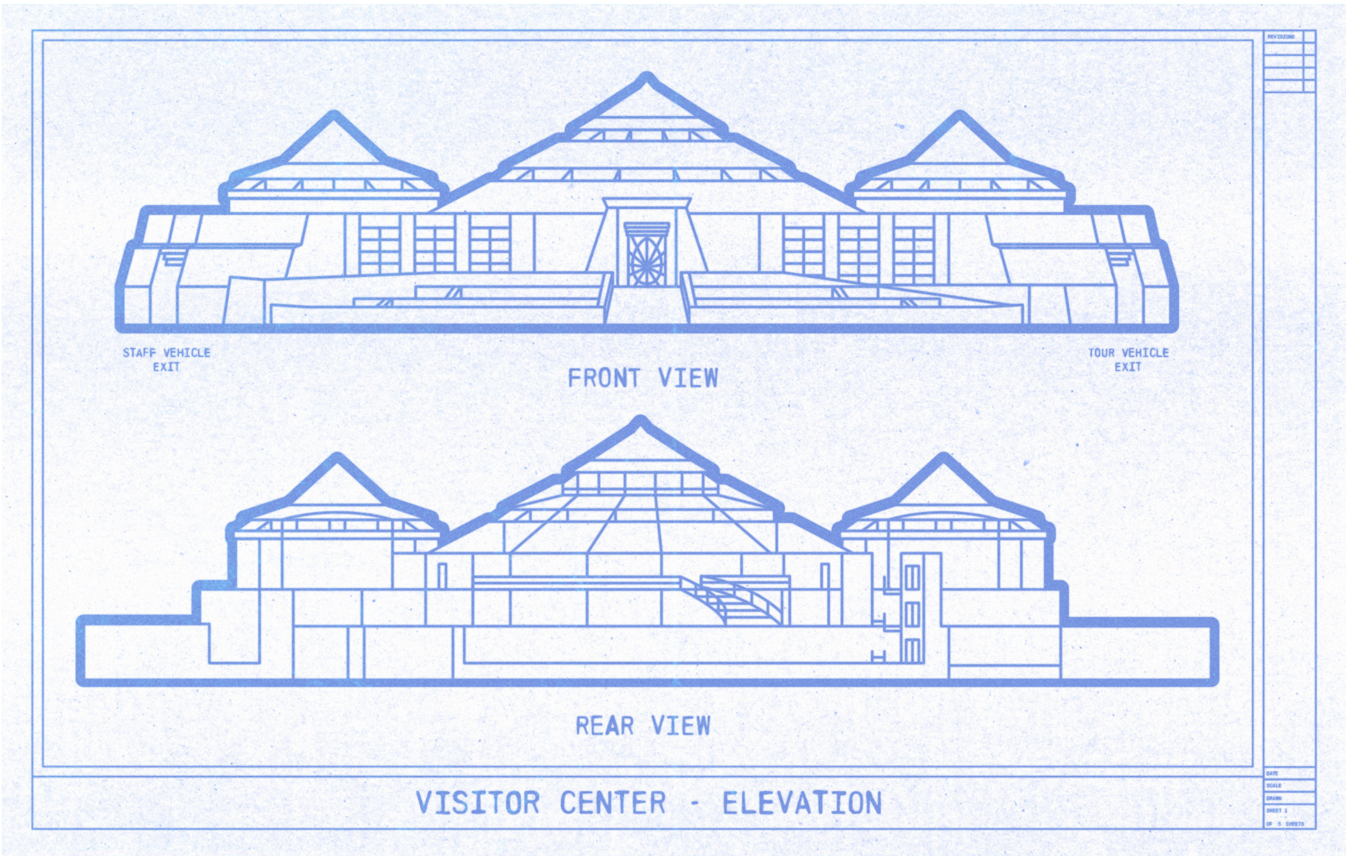
ROLLER COASTER

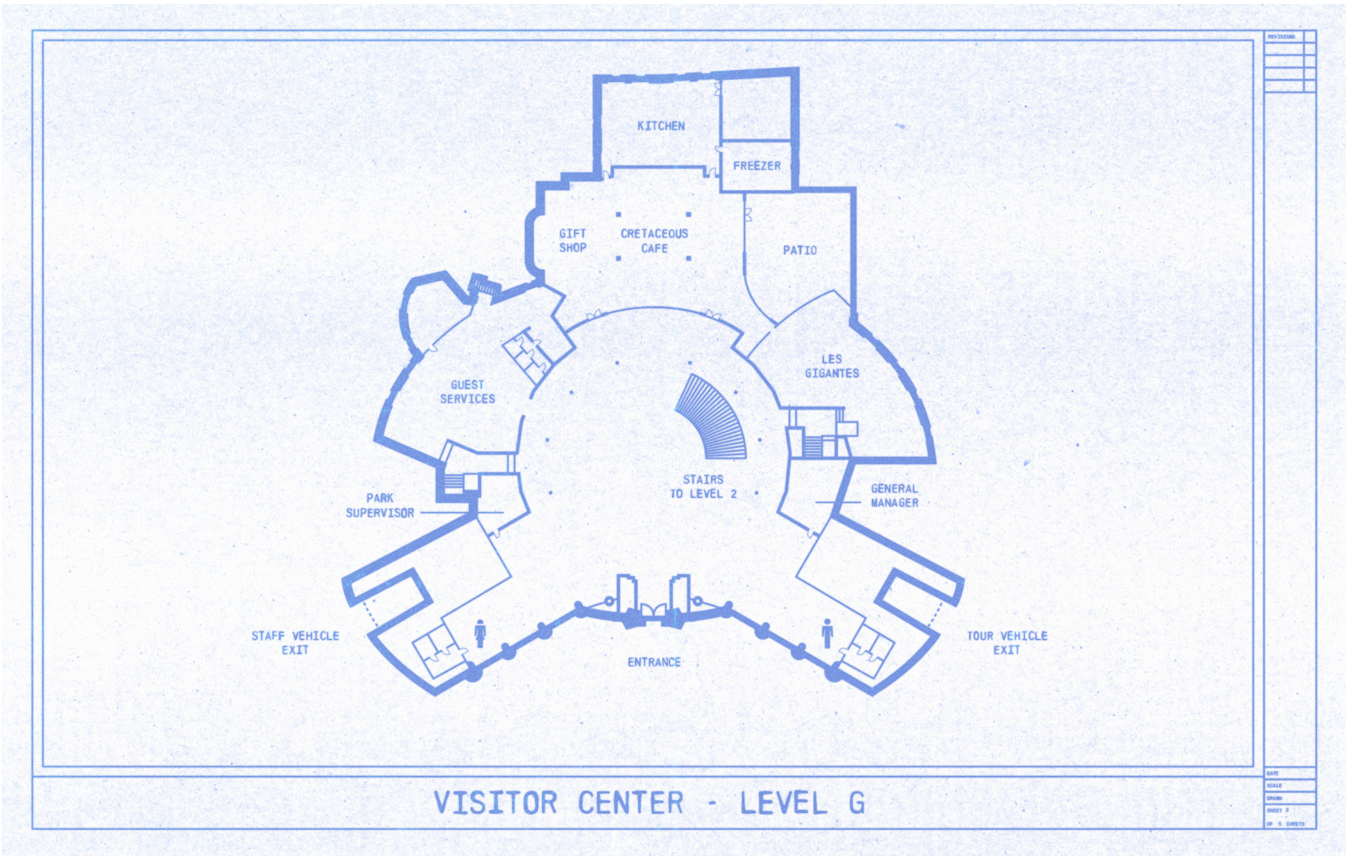

MAINTENANCE
OUTPOST
CIRCUIT
BREAKERS

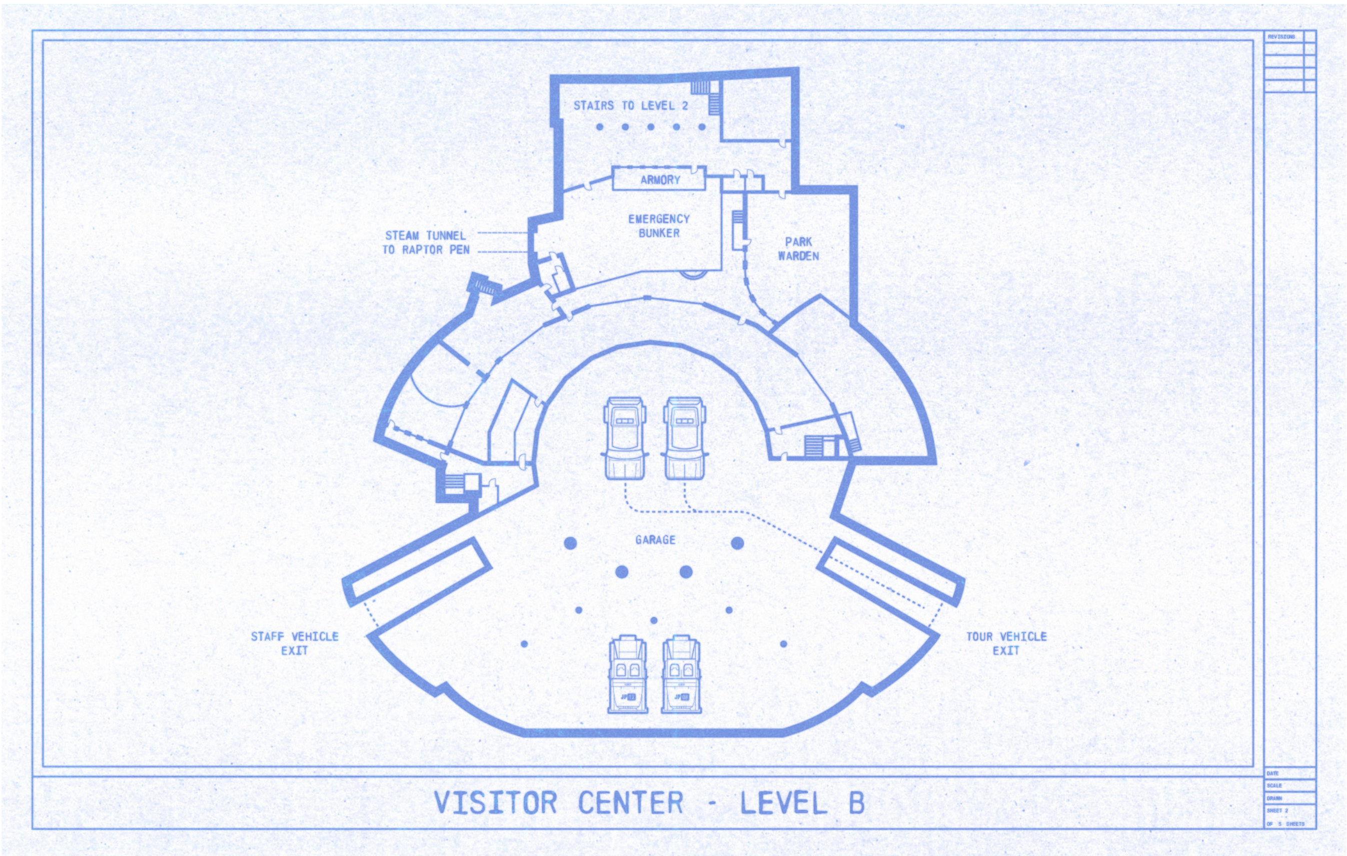
POWER PLANT

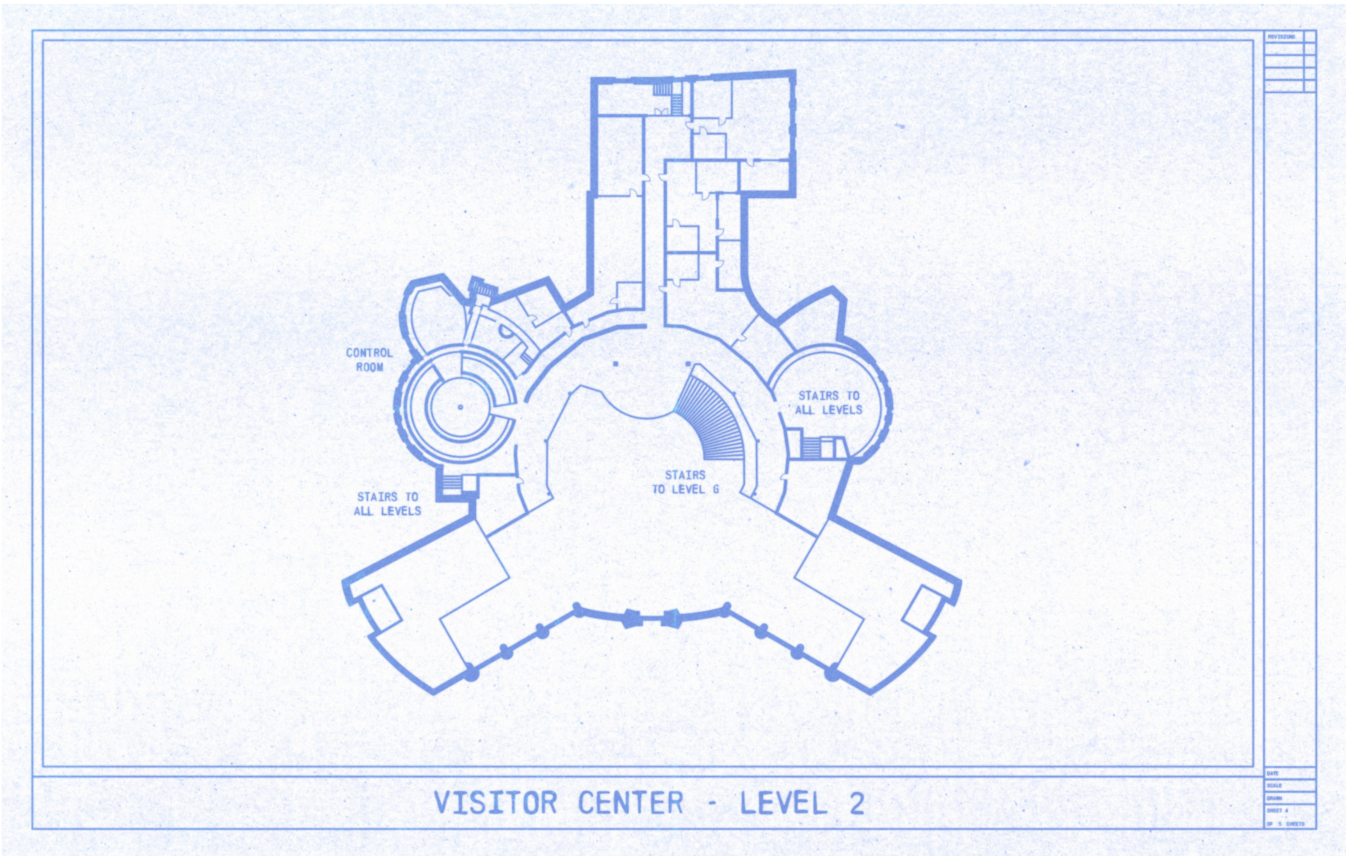

BUNGALOW
BUNGALOW
BUNGALOW
TENNIS
COURT
SWIMMING
POOL
BUNGALOW
BUNGALOW
BUNGALOW

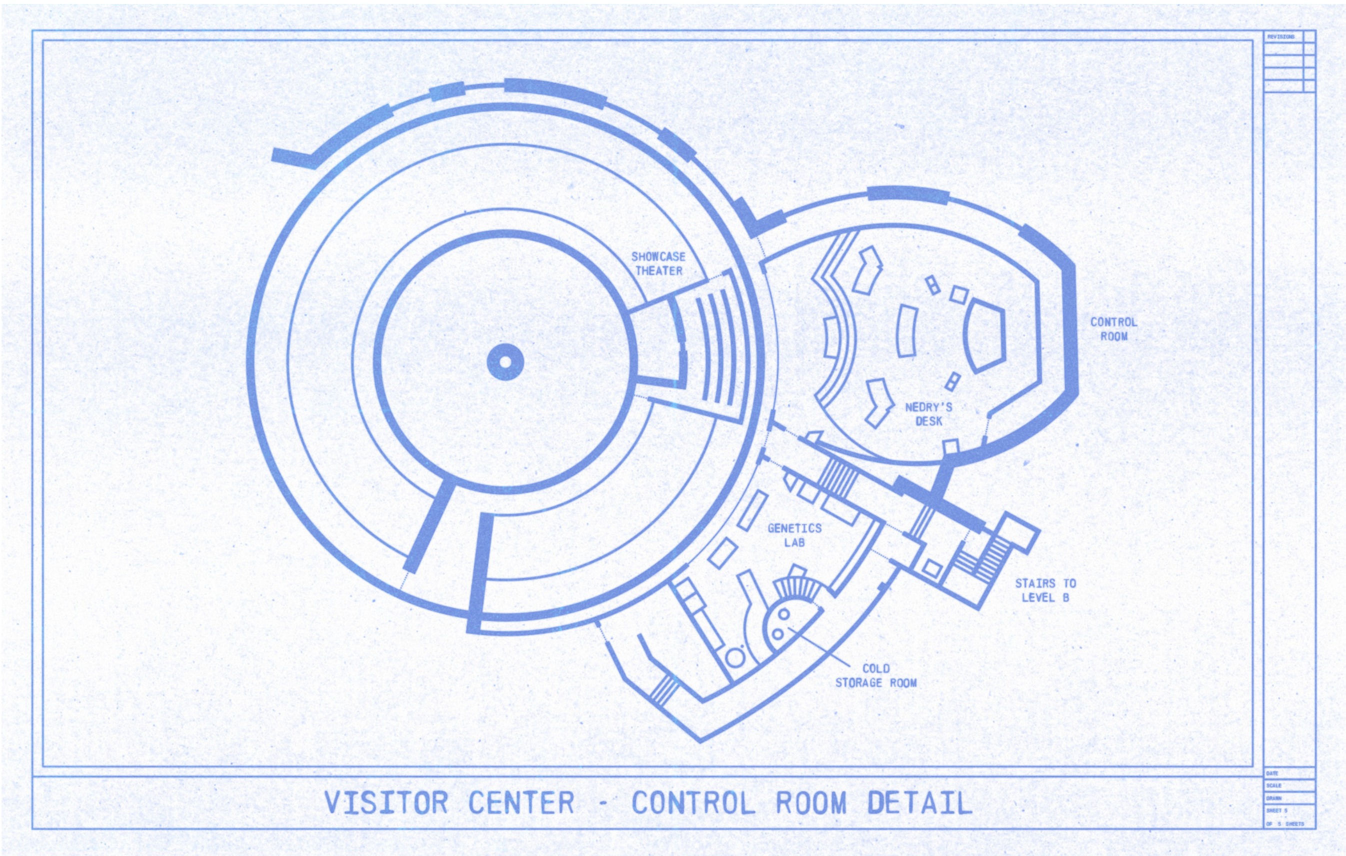
SAFARI LODGE


STAFF VEHICLE EXIT
TOUR VEHICLE EXIT
FRONT VIEW
REAR VIEW
VISITOR CENTER - ELEVATION

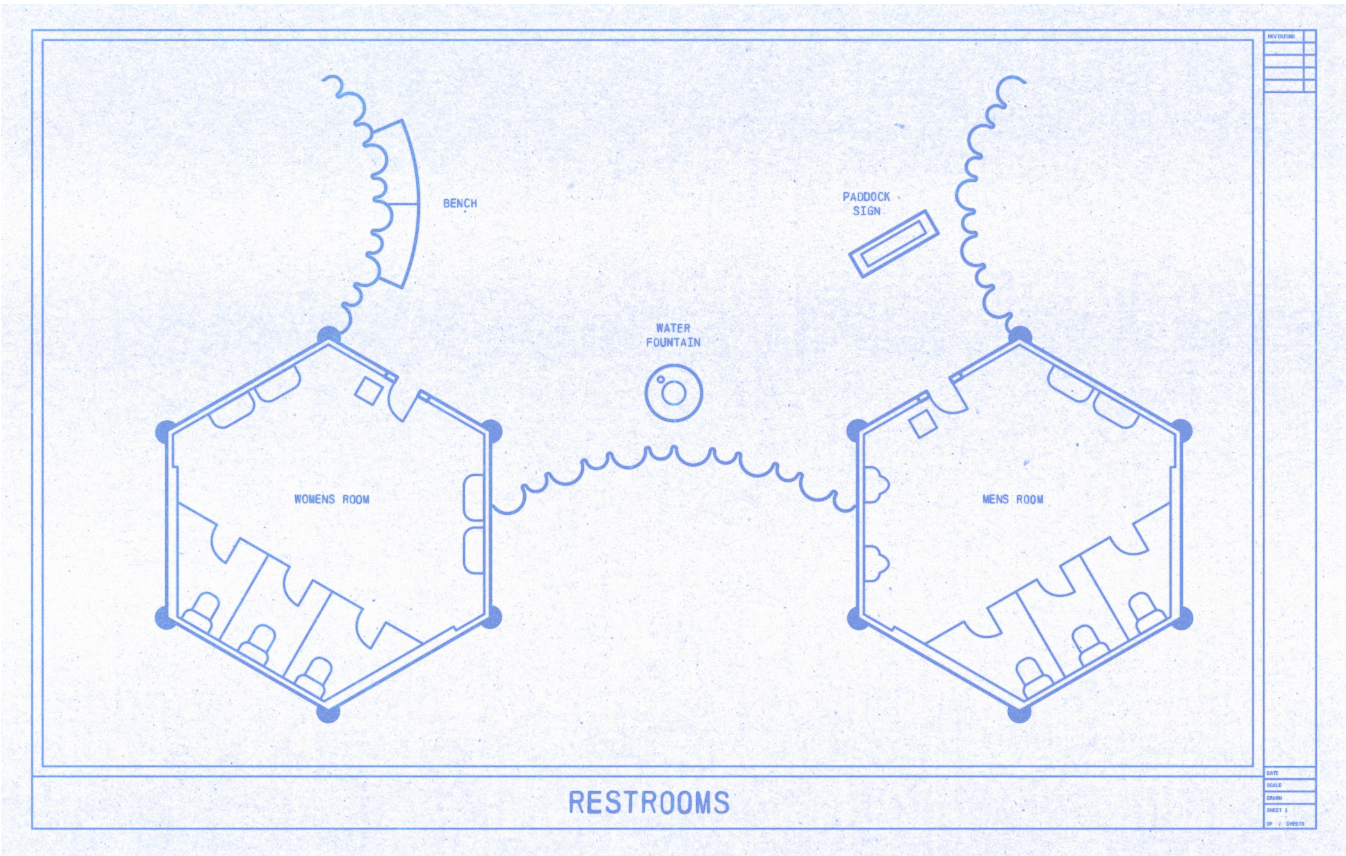

KITCHEN
FREEZER
GIFT SHOP
CRETACEOUS CAFE
PATIO
GUEST SERVICES
LES GIGANTES
STAIRS TO LEVEL 2
PARK SUPERVISOR
GENERAL MANAGER
STAFF VEHICLE EXIT
TOUR VEHICLE EXIT
ENTRANCE
VISITOR CENTER - LEVEL G


STAIRS TO LEVEL 2
ARMORY
EMERGENCY BUNKER
PARK WARDEN
STEAM TUNNEL TO RAPTOR PEN
GARAGE
STAFF VEHICLE EXIT
TOUR VEHICLE EXIT
VISITOR CENTER - LEVEL B

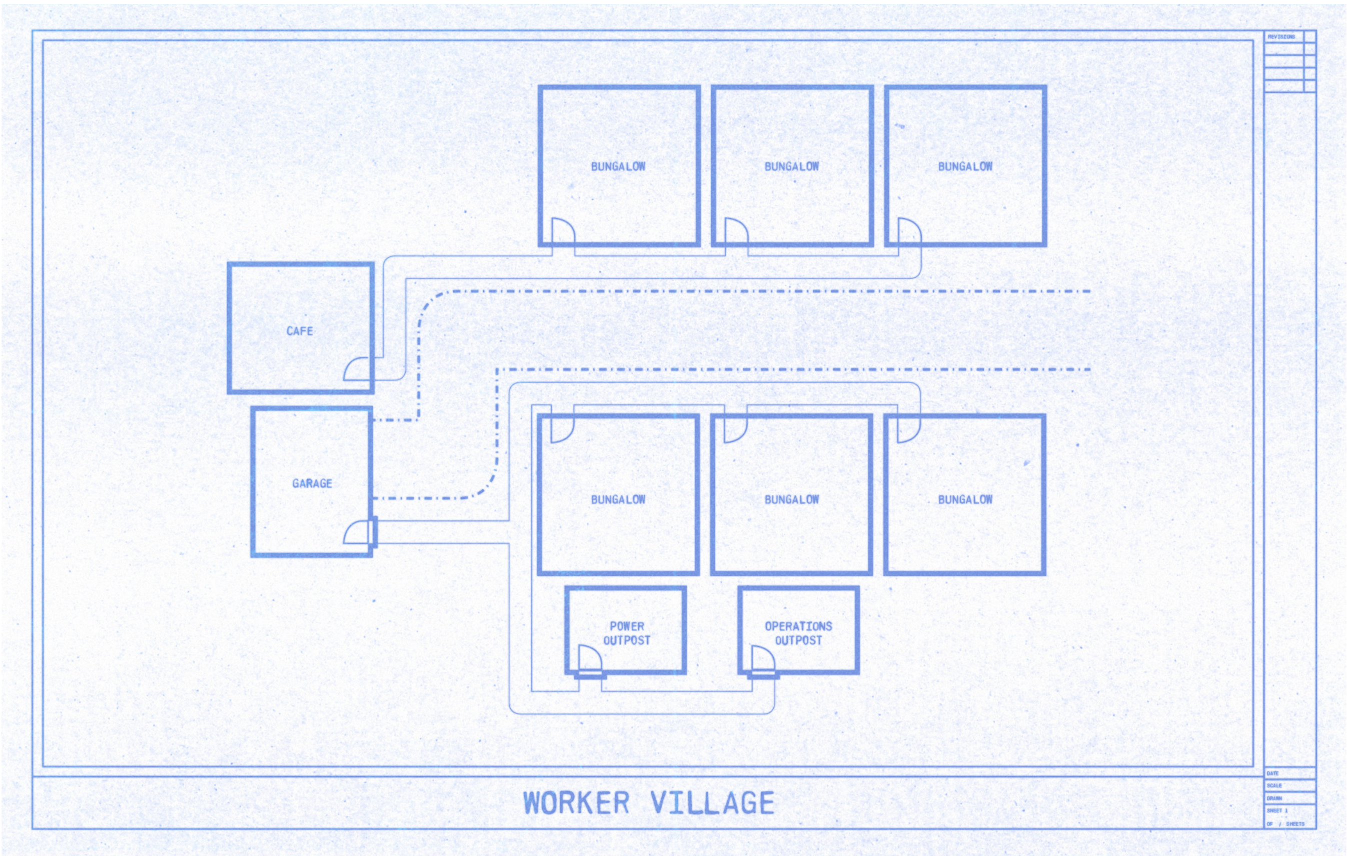

CONTROL ROOM
STAIRS TO ALL LEVELS
STAIRS TO LEVEL G
STAIRS TO ALL LEVELS
VISITOR CENTER - LEVEL 2


VISITOR CENTER - CONTROL ROOM DETAIL

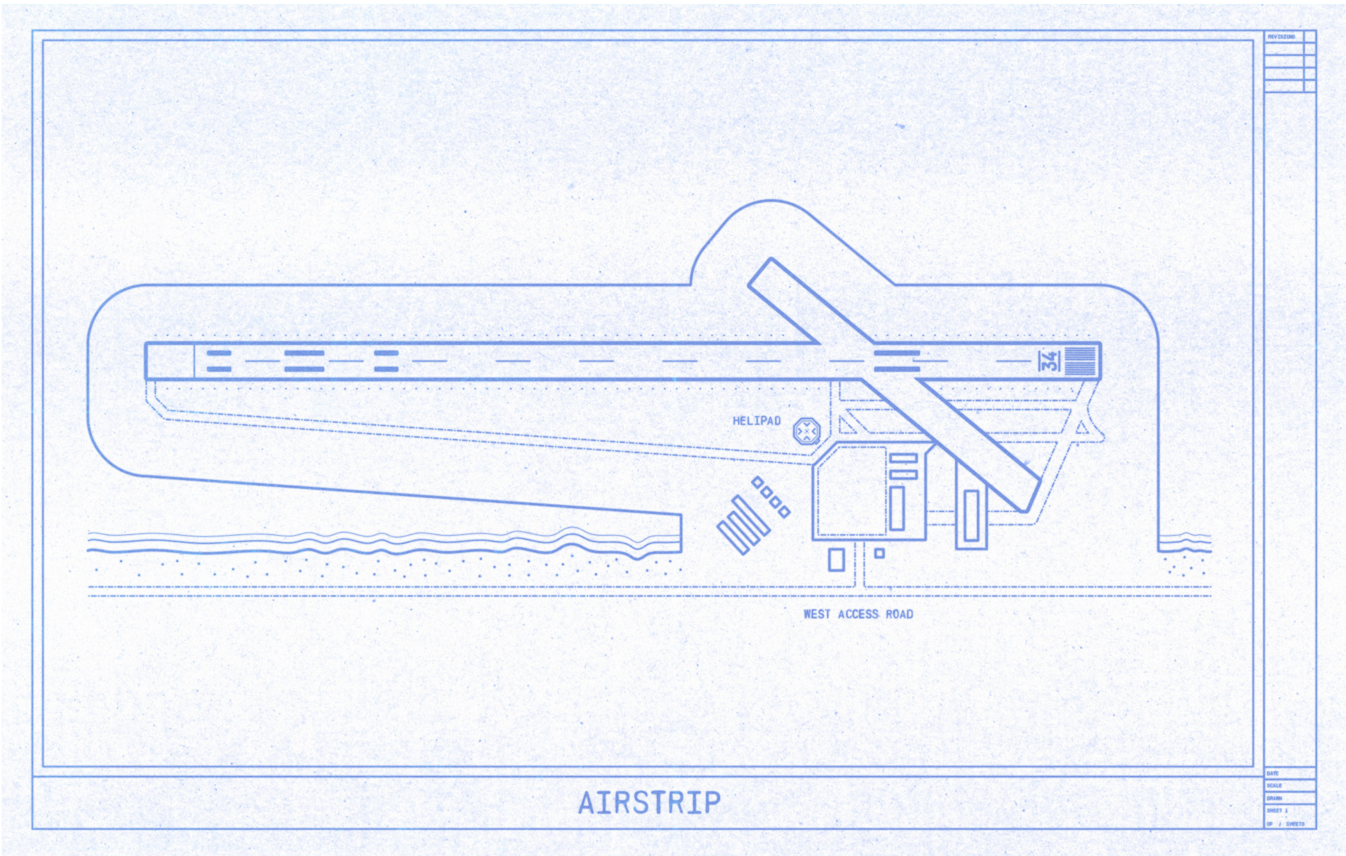
SHOWCASE THEATER
CONTROL ROOM
NEDRY'S DESK
GENETICS LAB
STAIRS TO LEVEL B
COLD STORAGE ROOM


RESTROOMS

BENCH
PADDOCK SIGN
WATER FOUNTAIN
WOMENS ROOM
MENS ROOM


WORKER VILLAGE

BUNGALOW
BUNGALOW
BUNGALOW
CAFE
GARAGE
BUNGALOW
BUNGALOW
BUNGALOW
POWER OUTPOST
OPERATIONS OUTPOST


AIRSTRIP

34
HELIPAD
WEST ACCESS ROAD

# CHARACTER SHEET

**NAME**

**AGE**

**GENDER IDENTITIY**

**INJURY**

**PANIC**

**PERSONALITY**

**STRENGTH**
○ ○ ○ ○ ○

**INSIGHT**
○ ○ ○ ○ ○

**COURAGE**
○ ○ ○ ○ ○

**HEALTH**
○ ○ ○ ○ ○

**BACKSTORY**

**EXPERTISE A**

**EXPERTISE B**

**EQUIPMENT**

**AFFILIATION**

---

# CHARACTER SHEET

**NAME**

**AGE**

**GENDER IDENTITIY**

**INJURY**

**PANIC**

**PERSONALITY**

**STRENGTH**
○ ○ ○ ○ ○

**INSIGHT**
○ ○ ○ ○ ○

**COURAGE**
○ ○ ○ ○ ○

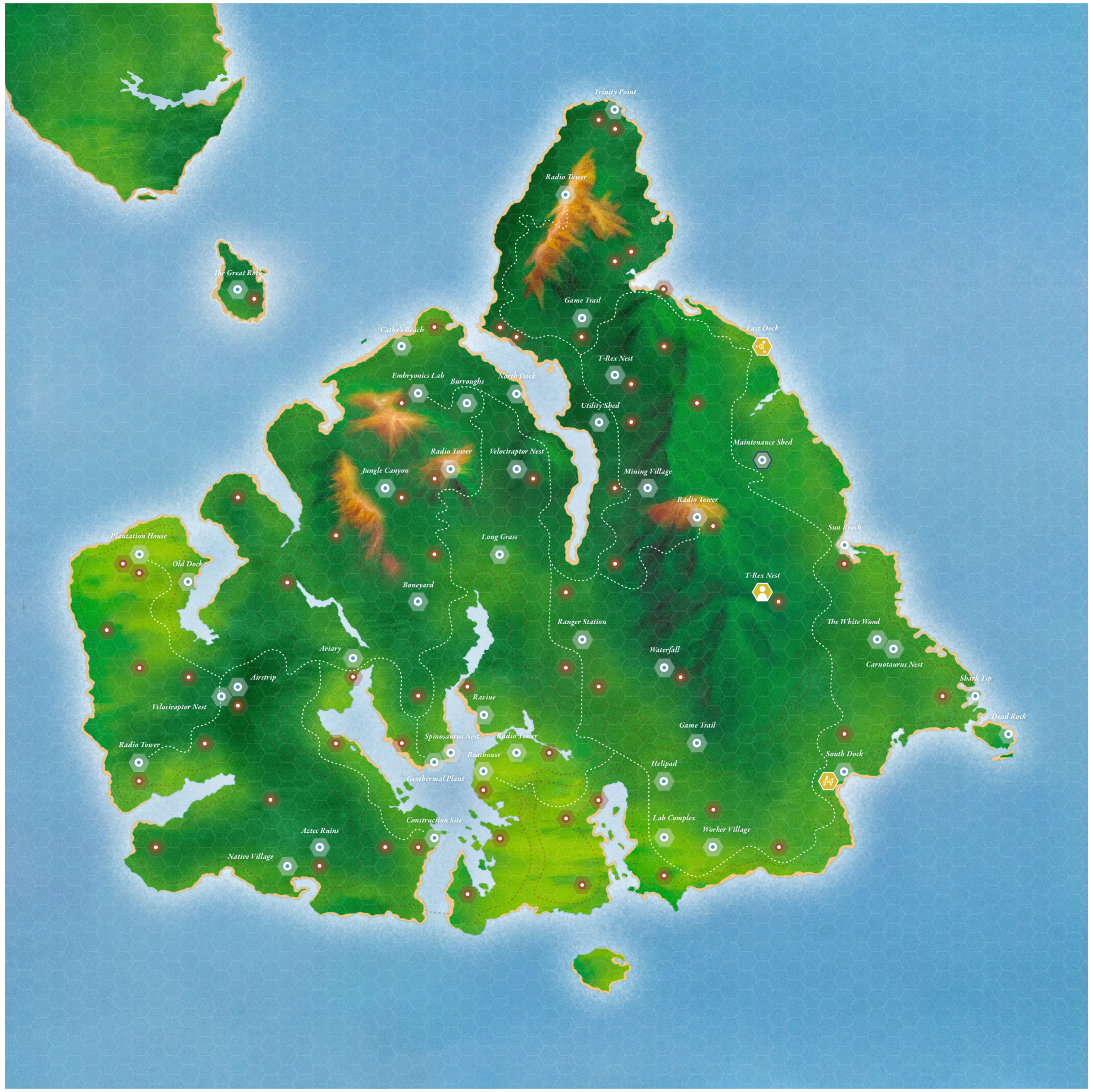
**HEALTH**
○ ○ ○ ○ ○

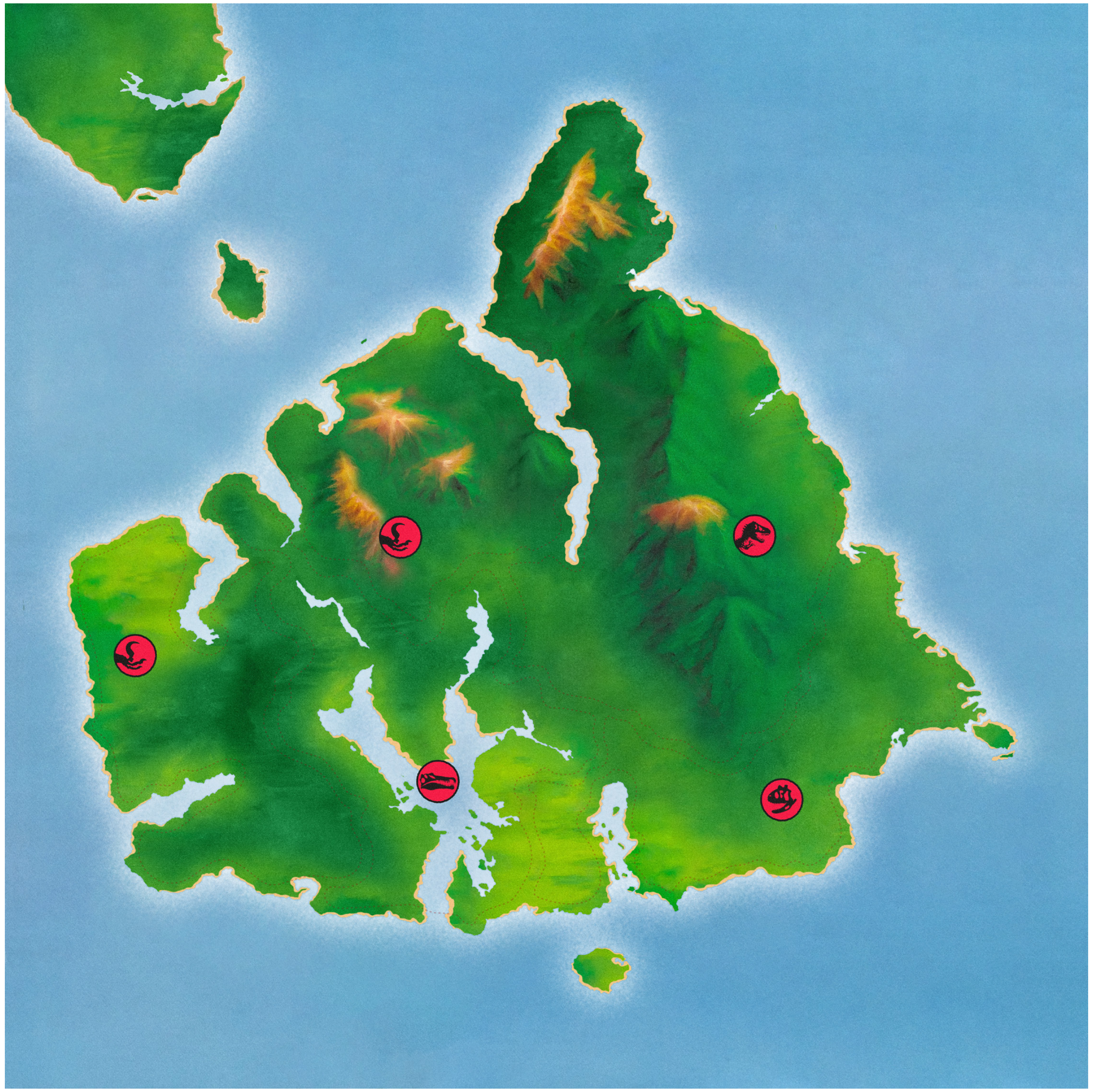
**BACKSTORY**

**EXPERTISE**

**EXPERTISE**

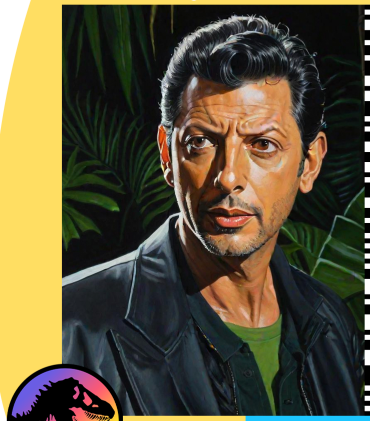
**EQUIPMENT**


Trinity Point
Radio Tower
The Great Rock
Game Trail
Cathy's Beach
East Dock
T-Rex Nest
Embryonics Lab
Burroughs
North Dock
Utility Shed
Maintenance Shed
Radio Tower
Velociraptor Nest
Jungle Canyon
Mining Village
Radio Tower
Sun Beach
Plantation House
Long Grass
Old Dock
T-Rex Nest
Boneyard
Ranger Station
The White Wood
Aviary
Waterfall
Carnotaurus Nest
Airstrip
Shark Tip
Velociraptor Nest
Ravine
Dead Rock
Game Trail
Radio Tower
Spinosaurus Nest
Radio Tower
Boathouse
South Dock
Helipad
Geothermal Plant
Lab Complex
Construction Site
Worker Village
Aztec Ruins
Native Village



JURASSIC PARK

InGen



## IAN MALCOLM

GATHERER

Visiting Lecturer on Evolutionary Mathematics.
Fourtyish, dressed all in black. His promising career had
been disrupted by an injury during a trip to Costa Rica.

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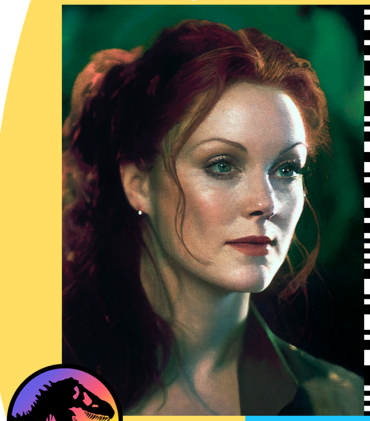
JURASSIC PARK

InGen



## SARAH HARDING

GATHERER

Field Biologist from the University of California, Berkeley.
Thirties, energetic, headstrong, muscular. Her field of
study is African predators, lions and hyenias.

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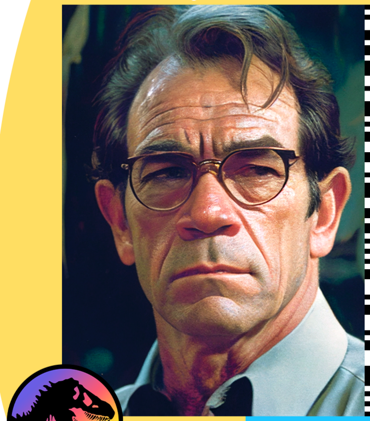
JURASSIC PARK

InGen



## DOC THORNE

GATHERER

Owner of Thorne Mobile Field Systems.
Former engineering professor at Stanford. Gray-haired,
fifty-five, barrel-chested, looks like a retired prizefighter.

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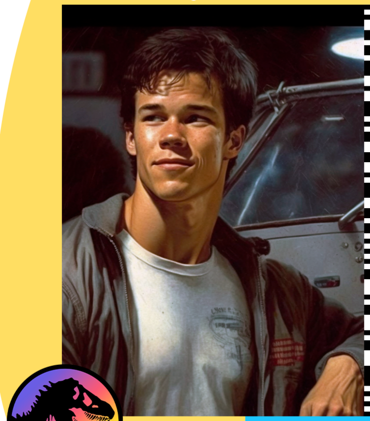
JURASSIC PARK

InGen



## EDDIE CARR

GATHERER

Engineer at Thorne Mobile Field Systems.
Twenties, dark-haired, stocky and strong. Has a genius for
mechanical things, he can build and fix anything.

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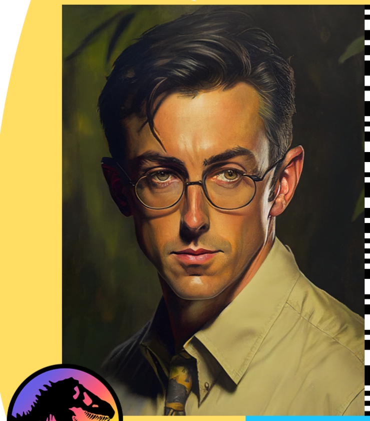
JURASSIC PARK

InGen



## RICHARD LEVINE

GATHERER

Paleobiologist at the University of California, Berkeley.
Early thirties, tall and thin, impetuous. A wealthy heir
with a worldwide reputation for being a pain in the ass.

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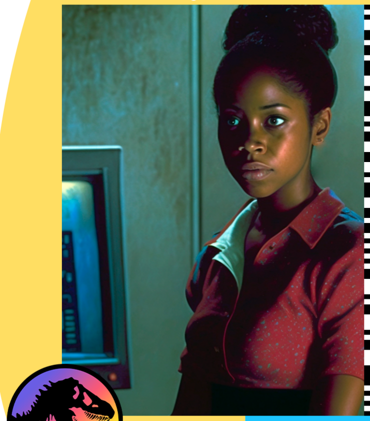
JURASSIC PARK

InGen



## KELLY MALCOLM

GATHERER

Seventh-Grader at Woodside Junior High.
Twelve years old, independent, athletic. Has a strained
relationship with her often absentee father.

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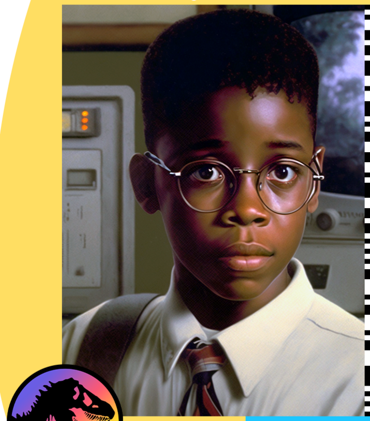
JURASSIC PARK

InGen



## ARBY BENTON

GATHERER

Seventh-Grader at Woodside Junior High.
Eleven years old, quiet, reserved, wealthy. A genius who
skipped two grades, particularly good with computers.

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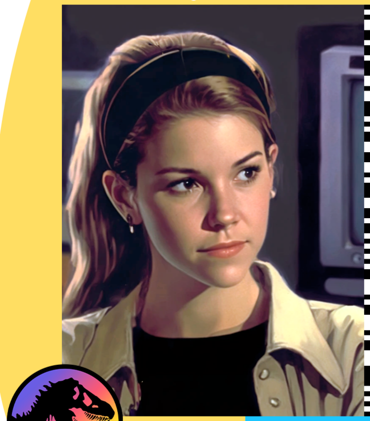
JURASSIC PARK

InGen



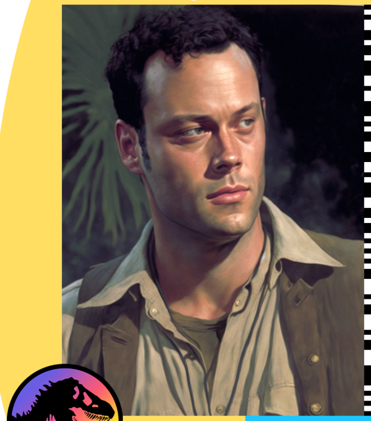
## KELLY CURTIS

GATHERER

Seventh-Grader at Woodside Junior High.
Thirteen years old, self-sufficient, awkward, gawky. Great
with mathematics, idolizes Sarah Harding.

JURASSIC PARK

InGen



## NICK VAN OWEN

GATHERER

Photographer and Environmental Activist.
Late twenties, cocky, confident, combat experience. Former member of the Greenpeace and Earth First! movements.

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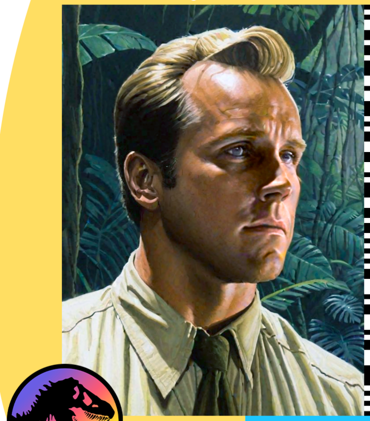
JURASSIC PARK

InGen



## LEWIS DODGSON

SCAVENGER

Head of Research at Biosyn.
Fiftyish, baby-faced, never in a good mood. One of the most ruthless and aggressive geneticists of his generation.

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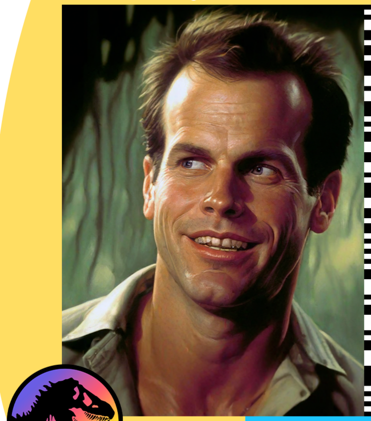
JURASSIC PARK

InGen



## HOWARD KING

SCAVENGER

Assistant Reseacher at Biosyn.
Early fourties, tall, handsome in a clean-cut California way. A classic beta male animal, subservient to the core.

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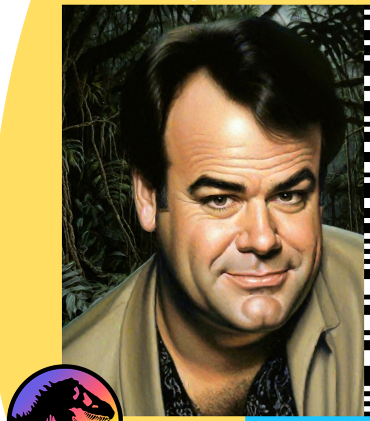
JURASSIC PARK

InGen



## GEORGE BASELTON

SCAVENGER

Regis Professor of Biology at Stanford University.
Mid-fourties, heavyset. Celebrity biologist consulting with Biosyn to cover up the Isla Nublar incident.

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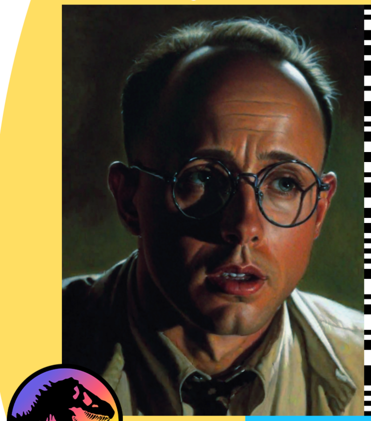
JURASSIC PARK

InGen



## PETER LUDLOW

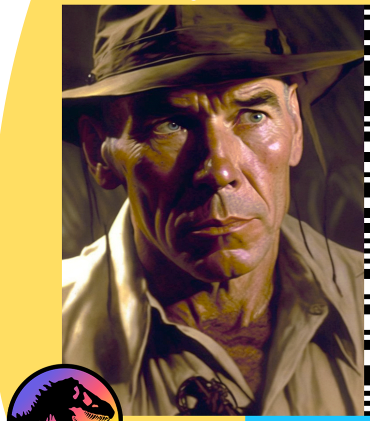
HUNTER

CEO of InGen.
Thirties, in a new Banana Republic suit. Has the anxious look of someone who insists the buck stop on his desk.

---

JURASSIC PARK

InGen



## ROLAND TEMBO

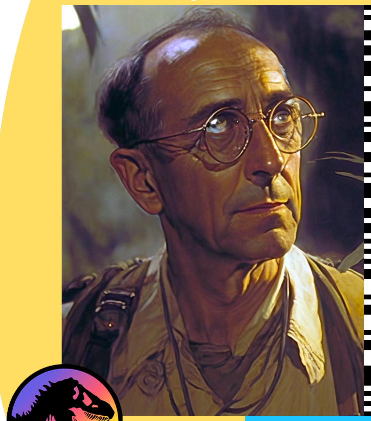
HUNTER

Big Game Hunter Consulting with InGen.
Late fifties, skin like leather and the diamond hard look of a cobra. Wants only to hunt the male Tyrannosaurus rex.

---

JURASSIC PARK

InGen



## AJAY SIDHU

HUNTER

Big Game Tracker Consulting with InGen.
A wiry man in his late forties. Roland's best friend and right-hand man, he is a master animal tracker.

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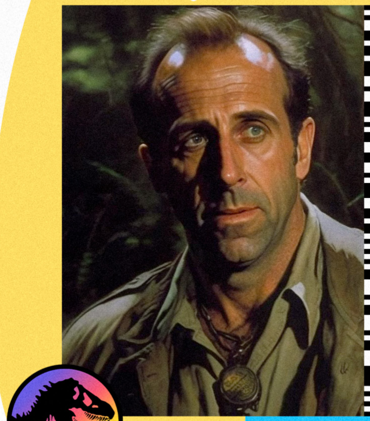
JURASSIC PARK

InGen



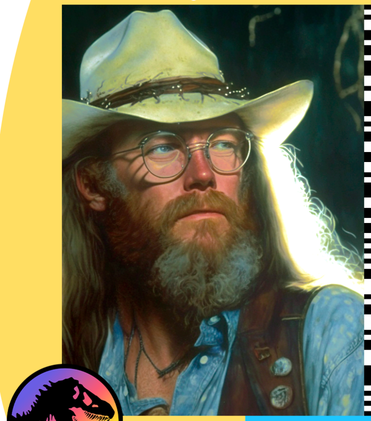
## DIETER STARK

HUNTER

Mercenary Consulting with InGen.
Forty or so, a big, barrel-chested man. Roland Tembo's second in command, he is sadistic and cruel.

JURASSIC PARK

InGen



**ROBERT BURKE**
HUNTER

Paleontologist Consulting with InGen.
Late fourties, a ragged, pony-tailed man in wire-rimmed glasses. His knowledge of Dinosauria is somewhat flawed.

---

JURASSIC PARK

InGen

**CARTER ROSALES**
HUNTER

Mercenary Consulting with InGen.
Late fourties, laid-back, careless due to lack of field experience. An expert driver and Dieter's right-hand man.

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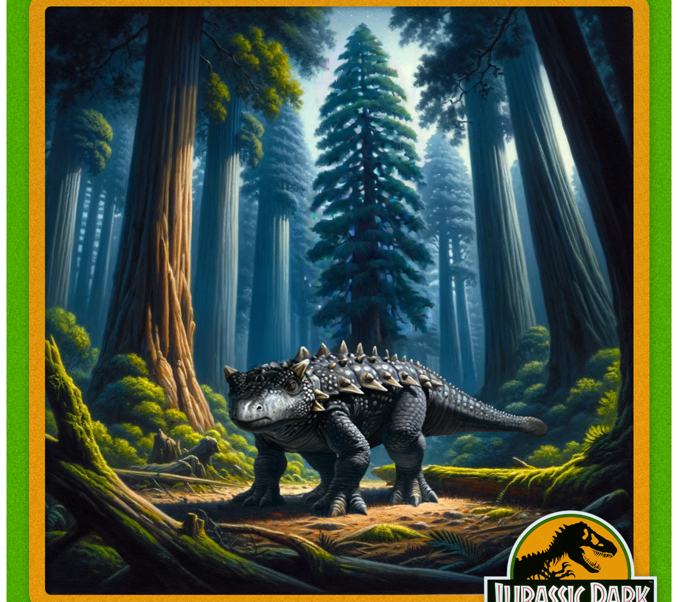
## Ankylosaurus

⚅ | ♥ ⚅ +4



This heavily-armored medium herbivore wields a formidable clubbed tail capable of delivering devastating blows. Its instinctual defense mechanism makes close encounters perilously dangerous.

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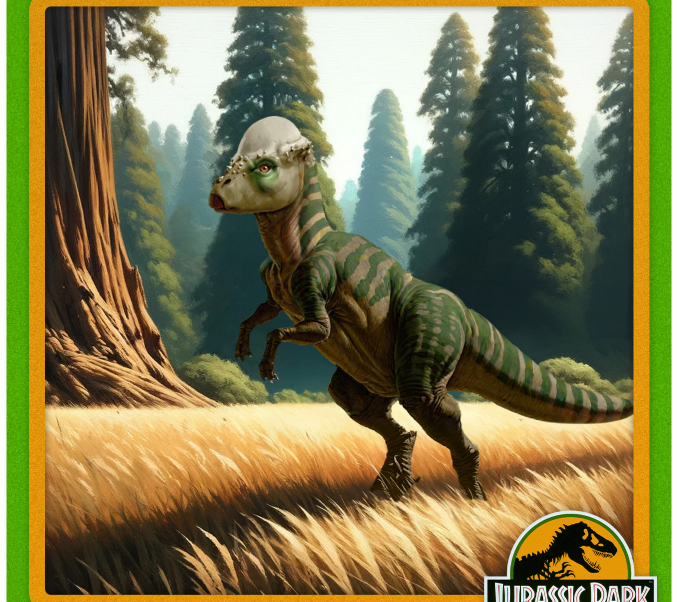
## Pachycephalosaurus

⚅ +2 | ♥ ⚅



This medium herbivore utilizes its thick, domed skull in both defense and attack, making close encounters risky. A charging Pachycephalosaurus can cause severe injury with its head-butting and side-swipe tactics.

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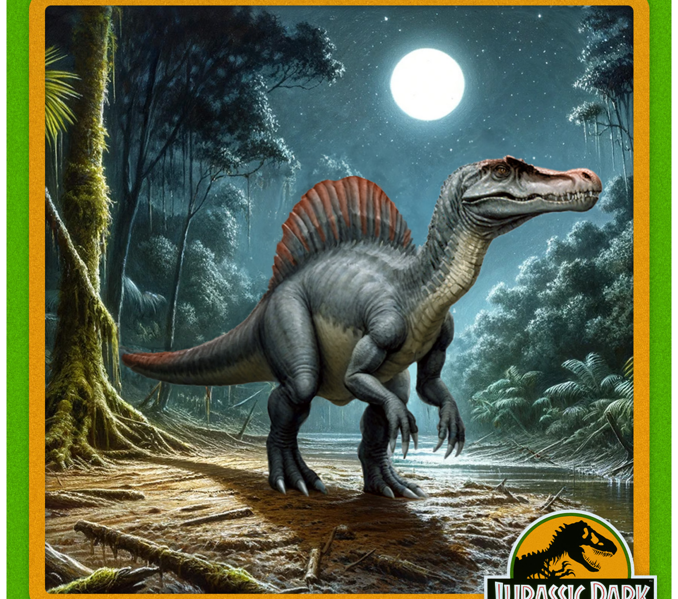
## Spinosaurus

⚅ +3 | ♥ ⚅ +4

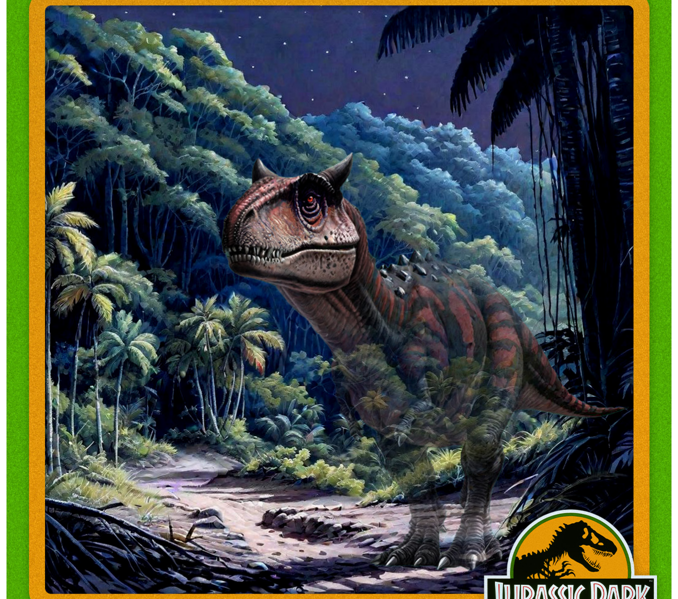


This large carnivore is highly aggresssive and territorial, as well as extremely adaptable to both aquatic and terrestrial environments. Its powerful talons and massive jaw help it take down even the most formidable prey.

---

## Carnotaurus

⚅ +3 | ♥ ⚅



This large carnivore's advanced camouflage and swift, explosive bursts of speed make it a formidable predator under the cover of night. Its sudden and precise attacks can take prey by surprise, leaving little chance for escape.

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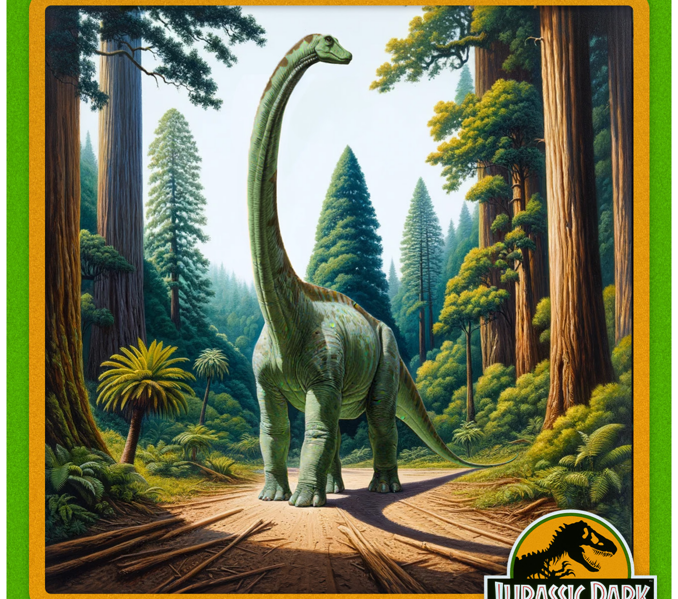
## Mamenchisaurus

⚅ | ♥ ⚅ +8



This large herbivore can inadvertently pose a significant danger due to its immense size and powerful tail, especially if startled or threatened.

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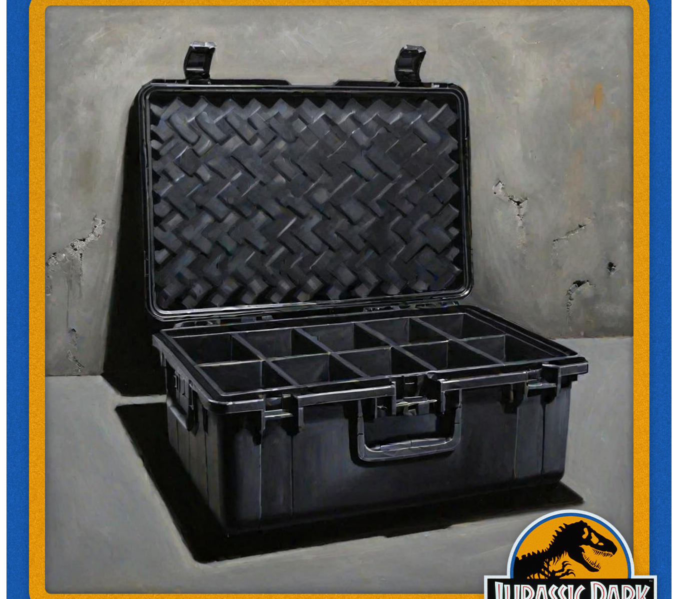
## Egg Case



Holds up to 10 eggs for 24 hours.

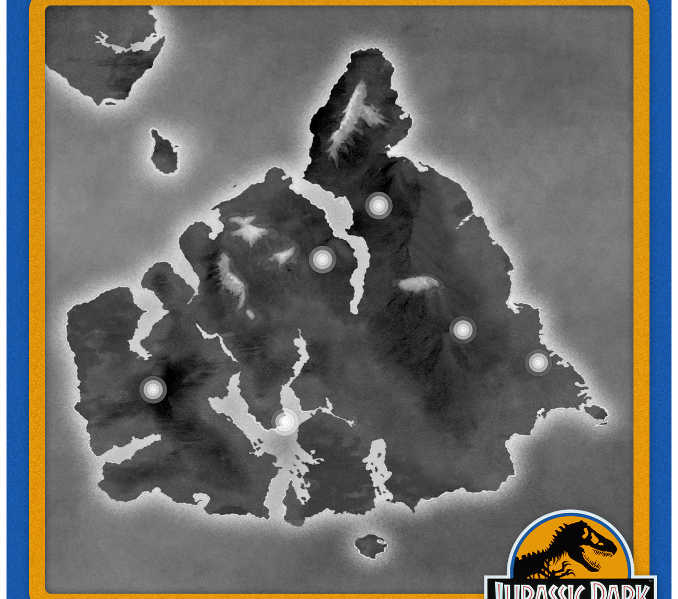
## GPS Tracker

A portable GPS device. Characters who possess the GPS Tracker temporarily gain the **Island Knowledge** expertise and can move 2 hex per turn. Comes pre-loaded with **2 Batteries**.

## Satellite Phone

A portable satellite phone which can call back to the mainland, or to other satellite phones. Comes pre-loaded with **2 Batteries**.

## Satellite Map



A satellite map of the island. Characters who possess the Satellite Map temporarily gain the **Island Knowledge** expertise.

## Territory Map

A map of the carnivore territories on Isla Sorna. Party who has the Territory Map temporarily gains **Carnivore Territory** expertise.

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## Lucky Backpack

A worn tactical bakpack, the kind you might find on a field assignment. Reduces any carnivore encounter by 1 attack card

## Lighter

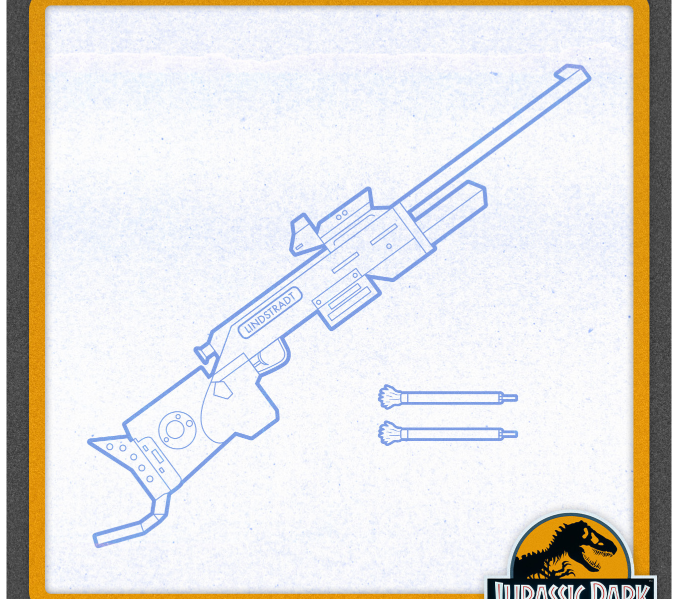
⊗5

A metal lighter, which can illuminate dark spaces or light fires. The butane inside lasts for 5 uses.

## Acoustic Resonator

This melee, non-lethal acoustic resonator comes pre-loaded with 2 **Batteries**. Each round the acoustic resonator is in use, discard 1 Attack Card.

## Lindstradt Rifle



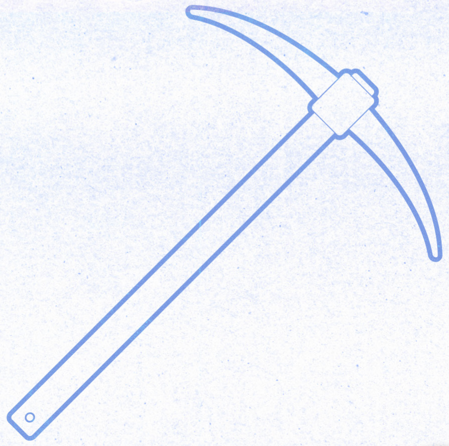
This long-range, lethal firearm comes pre-loaded with 2 deadly Neurotoxin Darts, the only two on the island. These darts kill any target on contact.

## Dynamite

⊗ 2

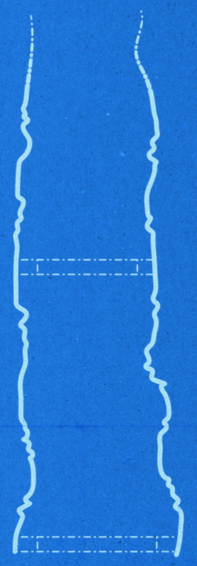
This lethal stick of dynamite explodes after 2 rounds, and requires a **Lighter** to activate. Players must move to another level or hex in order to not take damage.

## Pickaxe



This antique is designed for efficiently mining minerals. In dire situations, it can be used defensively large to small animals.

## MINE TUNNELS

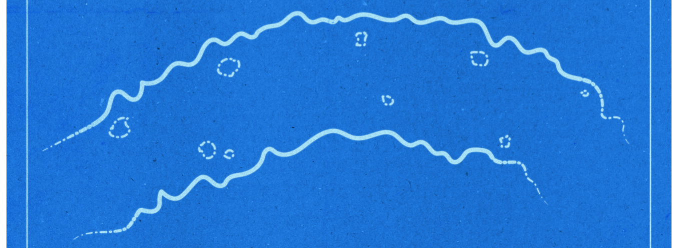


A LONG TUNNEL THAT STRETCHES OFF INTO A GAPING DARKNESS. THE WALLS ARE CRAGGY AND ROUGH, CRISS-CROSSED EVERY DOZEN YARDS BY WOODEN BEAMS CARVED BY HAND A HUNDRED YEARS AGO, AT LEAST.

ROLL A D6. 1: PICKAXE, 2: DYNAMITE

INSTANT TRAVEL BETWEEN THIS AND THE NEAREST OTHER LOCATION ON THE MAP

## GAME TRAIL



A NARROW PATH RUNNING THROUGH THE ENVIRONMENT. THE GRASS IS TRAMPLED-DOWN AND YELLOWED. IN MANY PLACES, BARE EARTH SHOWS THROUGH.

DRAW 2 RANDOM DINOSAUR CARDS